

Partners

Material : A game with 45 cards : 4 sets of ten frames (0 to 10) and 1 "clown"

Players : Three or four

Rules : Share the cards equally among all the players. During the first few minutes of the games, players check their cards to find partners that make ten. They lay these pairs of cards on the table. The "partners" are two cards that together make 10 dots.

(Ex :

●	●
●	●
●	●
●	
●	

 and

●	
●	

 are partners.

Decide who starts and continue the play clockwise. The first player takes a card from the the second player and tries to make a set of partners that can be placed on the table. The second player takes a card from the third player and checks to see if she has two cards that make 10. Play continues until one player is left holding the clown.

Note to parents :

The 10 frames that are used in the game "Partners" help promote the development of mental images of the numbers 0 to 10. In addition, they encourage children to see 10 as being composed of two other numbers. This then forms the basis for the strategy "bridge to 10" for facts such as $8 + 5$ ($8 + 2 = 10$ and $10 + 3 = 13$ so then $8 + 5 = 13$).

Partners

- ▶▶ Number
- ▶▶ Addition facts ("*bridge to 10*" strategy)
- ▶▶ Subitizing