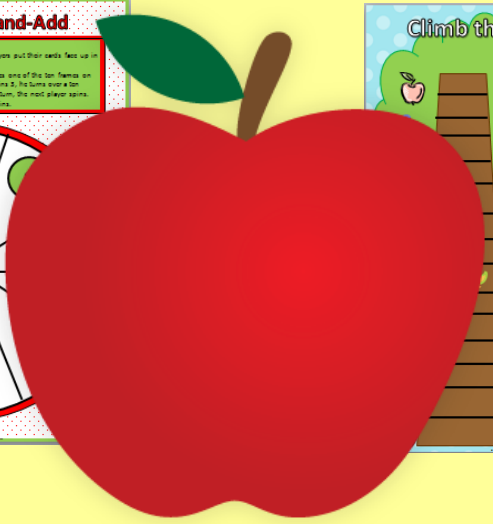
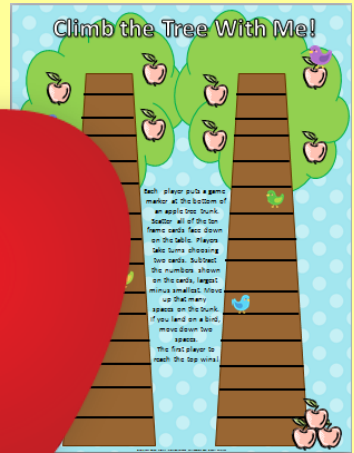
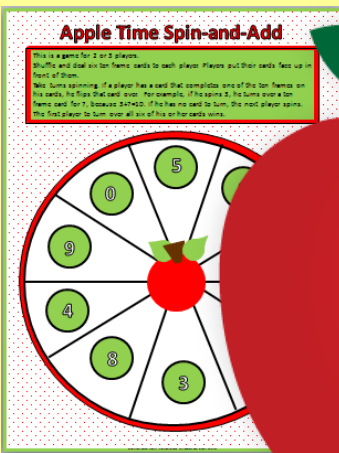
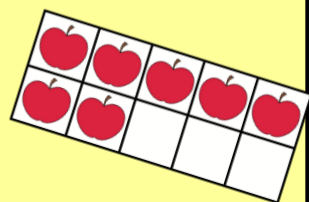
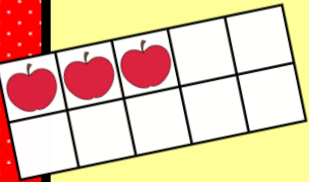


Apple Games

with

Number Frames



Two Common Core Games for Kindergarten & First Grade



Linda Nelson
Primary Inspiration

Apple Games with Number Frames is a set of two Common Core math games for your first grade math centers and small groups.



| | |
|----------------------------------|---|
| Apple Season Spin-and-Add | Complements of 10: K.OA.4, 1.OA.8 Addition facts 1-10: 1.OA.6 Players spin the spinner (make one easily by putting a brad/paper fastener in the center of the spinner and looping a paperclip over it!) and find a card that matches the number to complete a set of addends that total 10. |
| Climb the Tree With Me! | Subtraction Facts 1-10: 1.OA.6 Players “climb trees” by subtracting the numbers represented on 2 ten frame cards, and moving up that many spaces. |

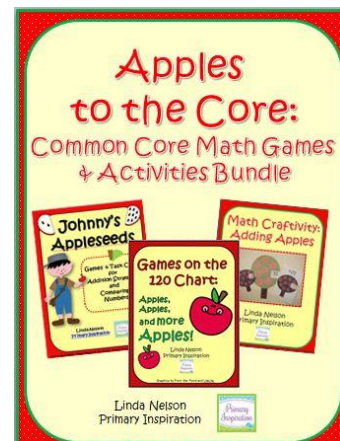
Directions for Teacher: Print pages 3-5 on cardstock. ***Note:** Players will need multiple copies of the ten frames cards. Print at least four copies of page 5. Print and copy page 6.

Other Uses for the Tens Frame Cards: Print lots of these for your math centers... there are so many uses!

* Students randomly choose 10 cards and sequence them least to greatest OR greatest to least. Fun to do as a partner activity and have a race! * Distribute a card to each of your students and have them “Make 10” by locating their partner. * Use the cards to complete the student page (p.6) * Use the cards to play War to compare amounts. * Match cards that make ten (4 and 6, 7 and 3, etc.)

Many thanks to these talented artists for the graphics used in this set!

[Aisne's Creations](#): Apple Maths
[Little Red's Schoolhouse](#): Birds of a Feather; Pastel Dot Backgrounds
[Lita Lita](#): Johnny Appleseed



You may also like [Apples to the Core Math Bundle](#), a set of 3 Common Core math games for kindergarten – 2nd grade.

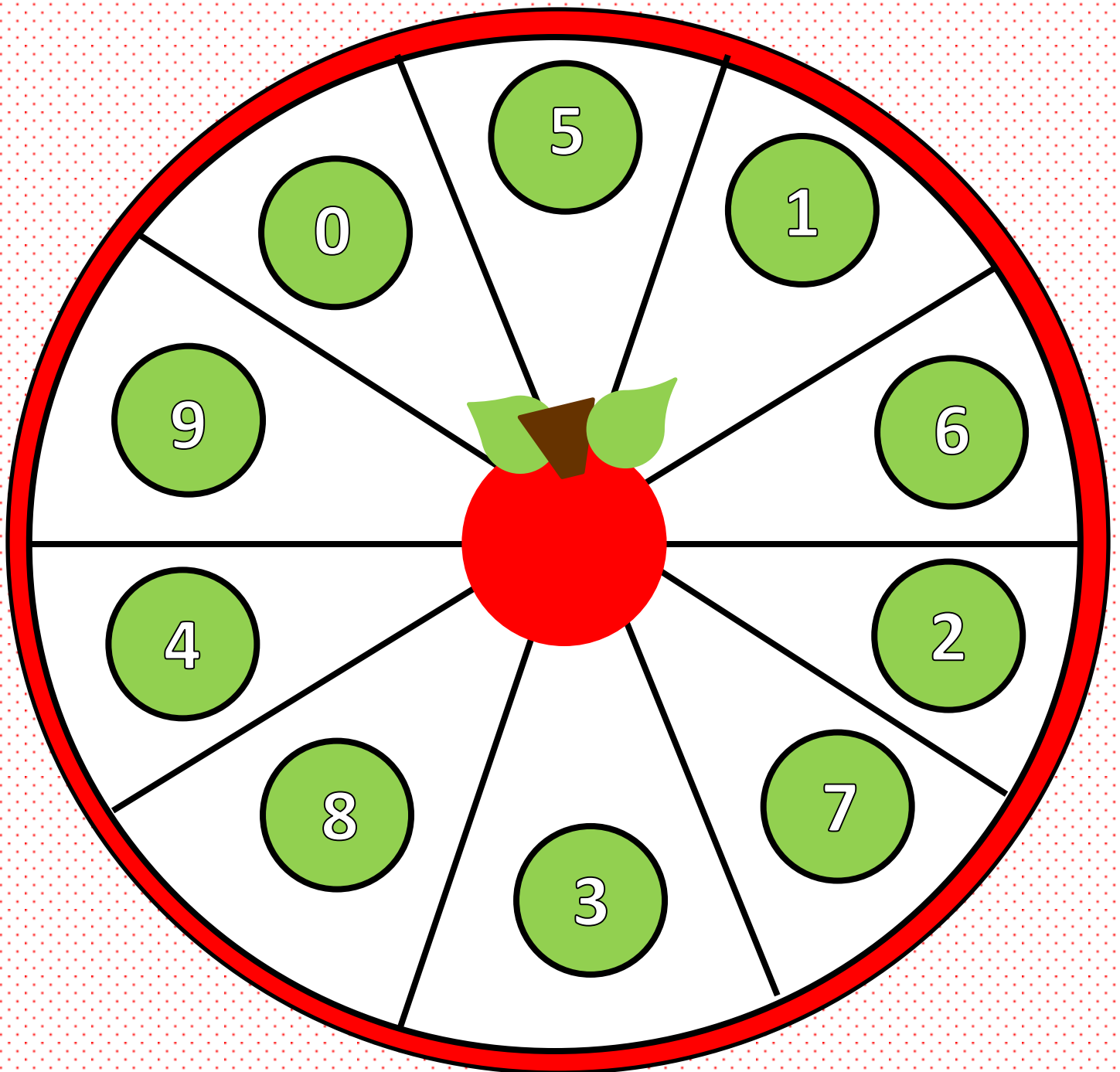
Apple Season Spin-and-Add

This is a game for 2 or 3 players.

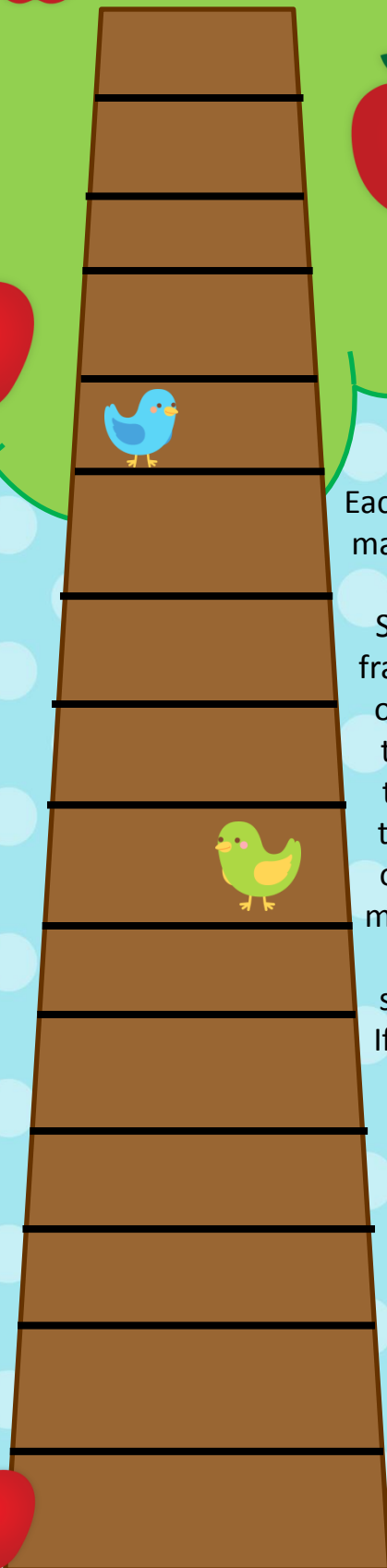
Shuffle and deal six ten frame cards to each player. Players put their cards face up in front of them.

Take turns spinning. If a player has a card that completes one of the ten frames on his cards, he flips that card over. For example, if he spins 3, he turns over a ten frame card for 7, because $3+7=10$. If he has no card to turn, the next player spins.

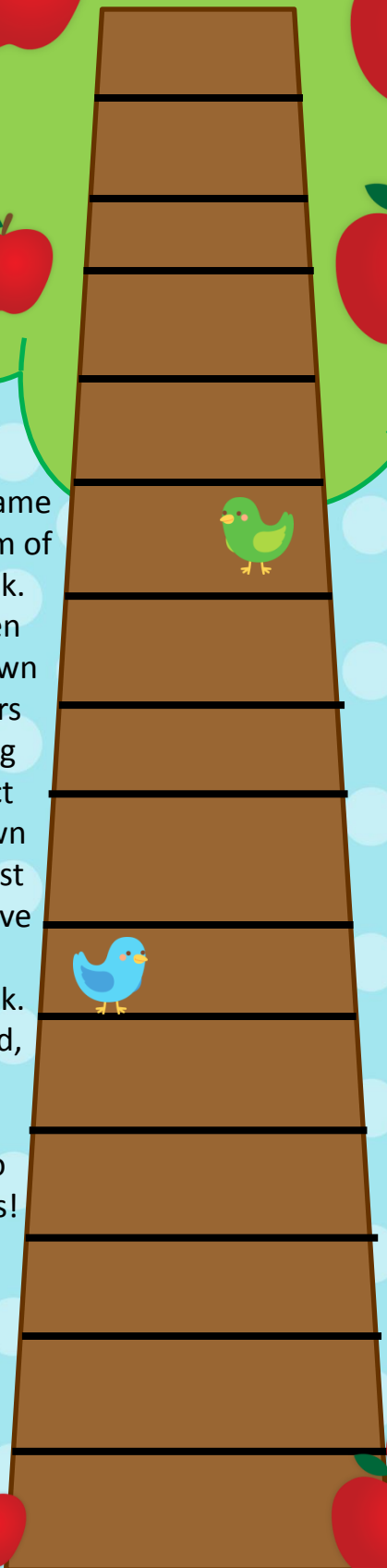
The first player to turn over all six of his or her cards wins.

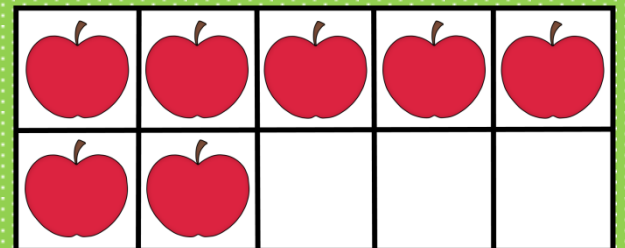
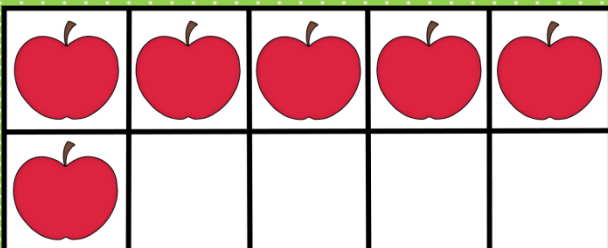
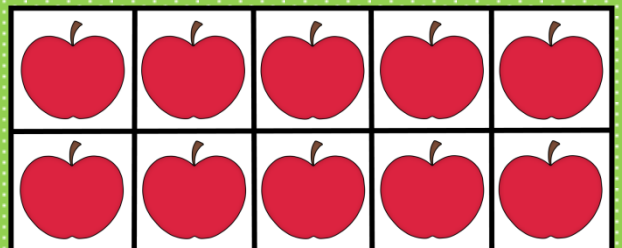
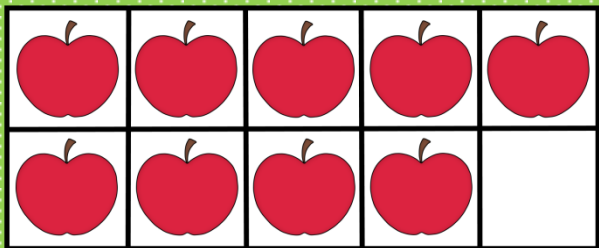
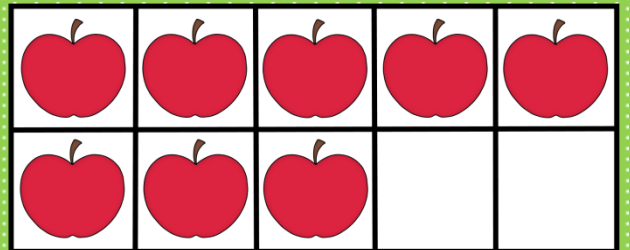
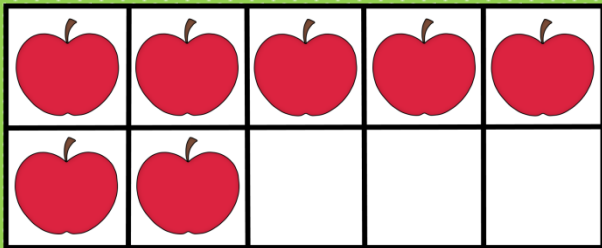
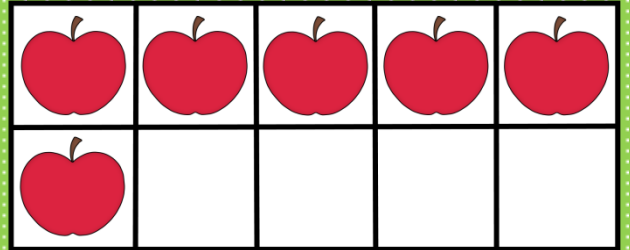
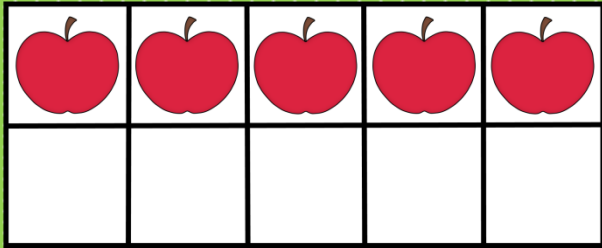
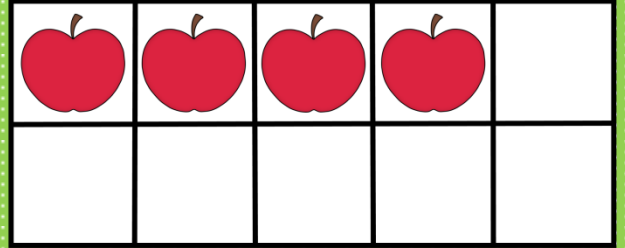
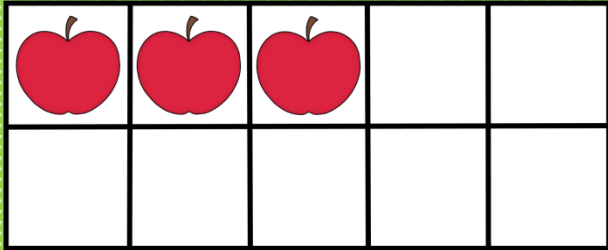
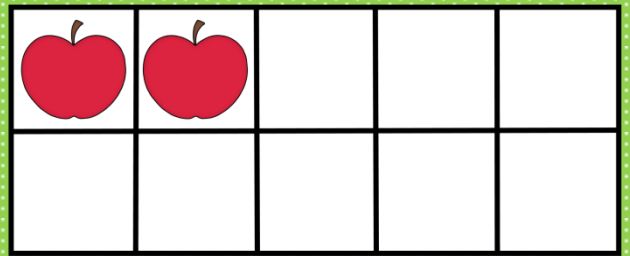
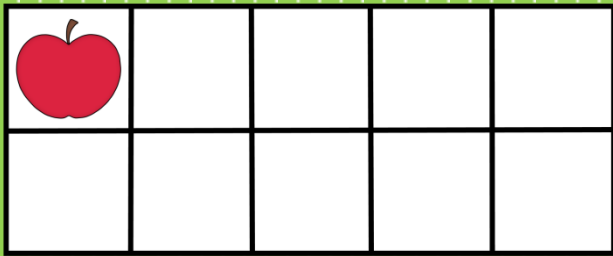


Climb the Tree With Me!



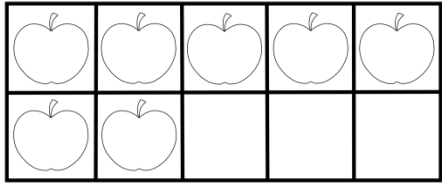
Each player puts a game marker at the bottom of an apple tree trunk. Scatter all of the ten frame cards face down on the table. Players take turns choosing two cards. Subtract the numbers shown on the cards, largest minus smallest. Move up that many spaces on the trunk. If you land on a bird, move down two spaces. The first player to reach the top wins!





Name _____ Date _____

Choose a ten frame card. Draw the card and write the number model that uses the card to make 10. The first box is finished to show you how.



$$7+3=10$$

