

# Taking from Ten

**Topic:** Subtraction Facts

**Object:** Fill a pathway to the star.

**Groups:** Pairs

**Materials for each group**

- *Taking from Ten* gameboard, p. 68
- Ten Frame, p. 149
- Dot Cube (1-2-3-4-5-Choose), p. 144
- 35 counters

## Directions

1. In this game, a pair works cooperatively to fill a pathway.
2. Fill the Ten Frame with 10 counters.
3. The pair rolls the Dot Cube. If "Choose" is rolled, the pair may select any number one through five. When a number is rolled, the pair removes that amount of counters from the Ten Frame, states the equation, and places a counter on the path with that difference.

*Example:* If 4 is rolled, 4 counters are removed from the Ten Frame, "10 minus 4 equals 6" is stated, and a counter is placed in the first cell of the 6-pathway.

4. The pair continues until a path to the star is filled. (To extend the playing time, have children attempt to complete two or more pathways.)

## Making Connections

Promote reflection and make mathematical connections by asking:

- How did the Ten Frame help you identify the correct difference and pathway?

*Tips* As pairs play, one child might record the corresponding equations. Place the removed counters close to the Ten Frame so that children can still see the two parts.

