

## Benchmarks of 5 and 10: Make 10 Go Fish

**Materials:** 5 sets of Ten Frame cards (take out of Savvy Subitizing Cards BLM #3) per group of 4 children

- This game is played just like Go Fish, but instead of matching cards, you want to make pairs that add up to ten (1 & 9, 2 & 8, 3 & 7, etc). Using the the ten frame cards instead of a deck of playing cards allows children to practice their subitizing as well as giving them a visual to help them determine the card they need to ask for.
- Deal 5 cards to each player. Children keep their cards hidden from the other children.
- On each player's turn they can lay down any pairs that make ten they have in their hand. Then they ask any player for a number they need (example: I have a 1, so I ask another player if they have a 9).
- If that player has the nine, they give it to the player who asked and the player gets to go again. If not the other player says "Go Fish" and the player draws one from the leftover deck of cards. Then it is the next player's turn.
- Play ends when one player has gotten rid of all the cards in his/her hand.
- Shuffle the cards together and play again.



### Look For

Ask questions that elicit how the children knew what number to ask for. This is to help them solidify the relationship to 10 and help other children in the group who might still be struggling by hearing how other children think about the task. *"Chad, you asked Jennifer for a 7. How did you know you needed a 7?" "Hunter, you laid down a pair of 6 and 4. How did you know that 6 plus 4 makes 10?"*



### Reuse

As children get comfortable with the facts that make 10, you can have them use a deck of regular playing cards (using Ace-9 cards) so that they are not depending upon the structure of the ten frame.