

## Combinations To 10 Bingo

Construct	FNWS	BNWS	NID	Structuring
2 - 3	3 - 5	3 - 5	2 - 3	2

### Current Math Skills:

- Student can make finger patterns 1 to 10 and double finger patterns without counting.
- Student is fluent with partitioning numbers 1 to 5.
- Student is beginning to combine numbers 1 to 10 with or without support.



### Materials:

- Combinations to Ten Bingo Board.
- One blank die (or a spinner) with the numbers 0 to 10.
- Different color of counters for each player, eight counters each.



**Math Tip:** You can choose to use ten frames instead of a 0 to 10 die for more support.

**Additional support:** 10 Frame, math rack.

**Questioning:** After the student has rolled the die follow with the question, “How many more to make ten?”

### Instructional Objective:

Students play Combinations to Ten Bingo to reinforce their knowledge of ten.

### How To Play:

1. Two or more players.
2. Players select color of counters.
3. Player 1 rolls the die.
4. Player 1 determines the missing number to make 10. For example, if they roll an 6, they will say, “I need 4 more to make 10.”
5. Player 1 places a counter on the corresponding number. For the example above, a counter is placed on the number 4.
6. Sequence repeats for player 2, player 1, etc.
7. The first player to get three counters in a row wins.

8	2	6	1	4
0	3	5	7	10
9	2	0	1	5
10	6	8	4	3

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