

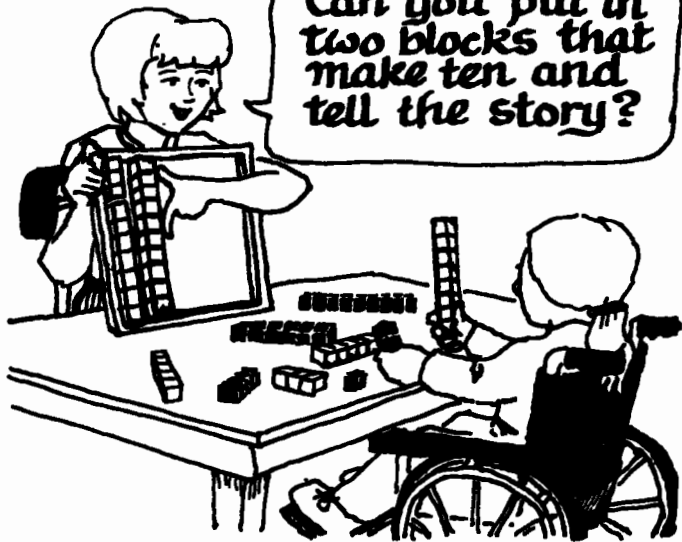
## Telling the Story of 10

- Guide the children in expressing an equation (telling the story).
- \* Place two blocks in the 10-box, such as 7 and 3.
- Measure them with the 10-block.
- As you do so, say, "Watch--7 needs 3 to be as big as 10."
- Remove the 10-block.
- Ask, "Can you put in two blocks that make 10 and tell the story?"
- A child puts in two blocks, places the 10-block beside them, and tells the story.
- Call on children to put in a pair of blocks and state the equation.

*Note:* Listen to what the children say. You can judge by the way they use their own words whether they understand what they are doing. Encourage them to use different expressions such as *make*, *are*, *are as big as*, and *are the same size as*. Once this concept is clear, introduce the word *equal*. The mechanical recitation of "eight 'n' two're ten," does not help children understand what an equation really means.

Watch - Seven needs three  
to be as big as ten!

Can you put in  
two blocks that  
make ten and  
tell the story?



## Test: Telling the Story of 10

### The Scarf Game

- Dump out the blocks.
- Hide all the blocks under a scarf.
- Display the empty 10-box.
- Explain to the children that they are to ask you for blocks that make 10.
- \* Say, "All the blocks are hidden. Ask me for two blocks that make 10."
- A child says, "Give me 7 and 3."
- Hand the child the blocks and ask her or him to place them in the box and tell the story, "7 and 3 make 10."
- Ask, "Is there a block that makes 10 all by itself?" ("Yes, the 10-block.")
- This is an oral test of the combinations that make 10.

*Note:* Sometimes it helps to allow a child who is stuck to feel the blocks beneath the scarf or to have a quick peck at part of one of the blocks.

All the blocks are hidden.

Ask me for two blocks that make ten.



## **Naming the Missing Addend**

### **The Hiding Game**

- Scatter the blocks on the table.
- Display the empty 10-box.
- Say, "Close your eyes."
- Now hide behind you a combination of blocks that make 10, one block in each hand.
- \* Say, "Open your eyes. I have 10 altogether."
- Continue, "In one hand I have 8" (place it in the 10-box).
- Ask, "What is in the other hand?" or "What does 8 need to make 10?"
- When the child answers, "2," show the block.
- Have the child complete the row in the box.

*Note:* Children like to be teacher in this game. Insist that they measure their two blocks in the box first as a check; the blocks must make 10. Then they may hide them and say, "Open your eyes." The most unforgettable combination is: "In one hand I have ten; what is in the other?" The natural answer is "Nothing" but the word *zero* can also be used.

I have ten  
altogether.

In one hand  
I have eight.

What is in  
the other  
hand?

