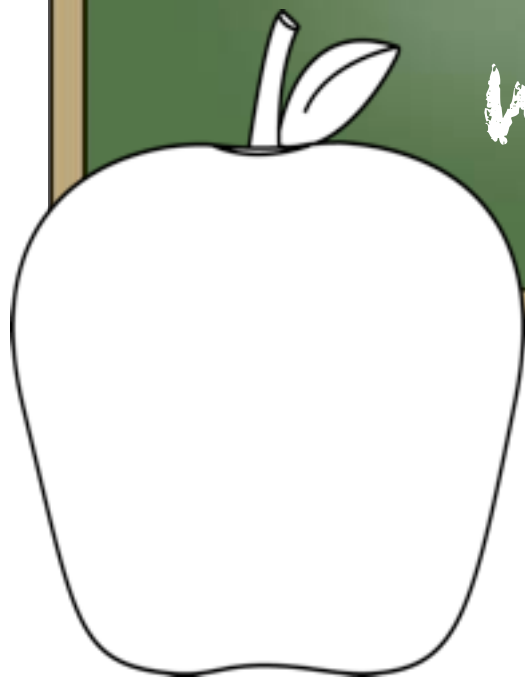
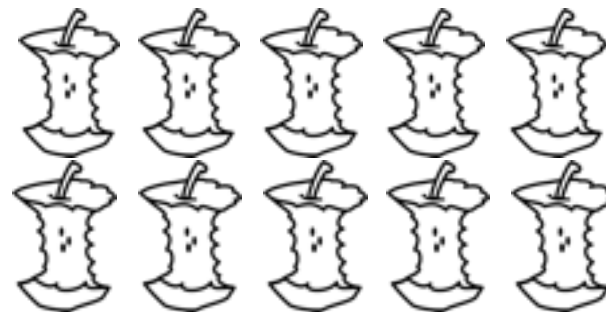


My 10 Frame Workbook



Put an X on 9 apples.



Trace and write.

9

nine

Count

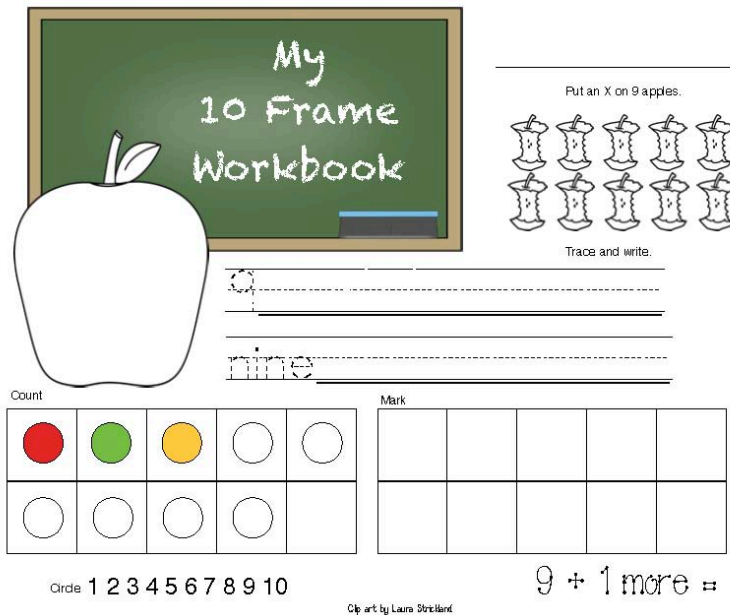
Circle 1 2 3 4 5 6 7 8 9 10

Mark

9 + 1 more =

10-Frame Activity Packet Information

I've had quite a few requests for more **10-frame activities**, so I designed this **10-frame** packet that can be used in a variety of ways.



Print the pages, laminate and use them as anchor chart posters or large flashcards to refer to and do group activities with.

I incorporated quite a few math concepts along with the 10 frames.

Students put an X on the appropriate number in the group/set.

They trace and write the number and number word however many times you want them to, and count that many dots and identify the pattern in the first 10-frame.

In the second 10-frame, students make that many marks, bingo dots, or place that many stickers in the boxes.

Children also circle that number in the sequence, and then add +1 more to the number, to get the next number.

Besides whole group-oral math activities, you can make several sets and put them in a math center.

Students can complete the pages with a dry erase marker. After you check student's work, they rub them clean.

Children could also use manipulatives instead of markers to fill in the ten frames.

8
eight
There are 8 dots
on my ten frame.

Put an X on 8 bees.

8

eight

●	●	●	●	●					
●	●	●							

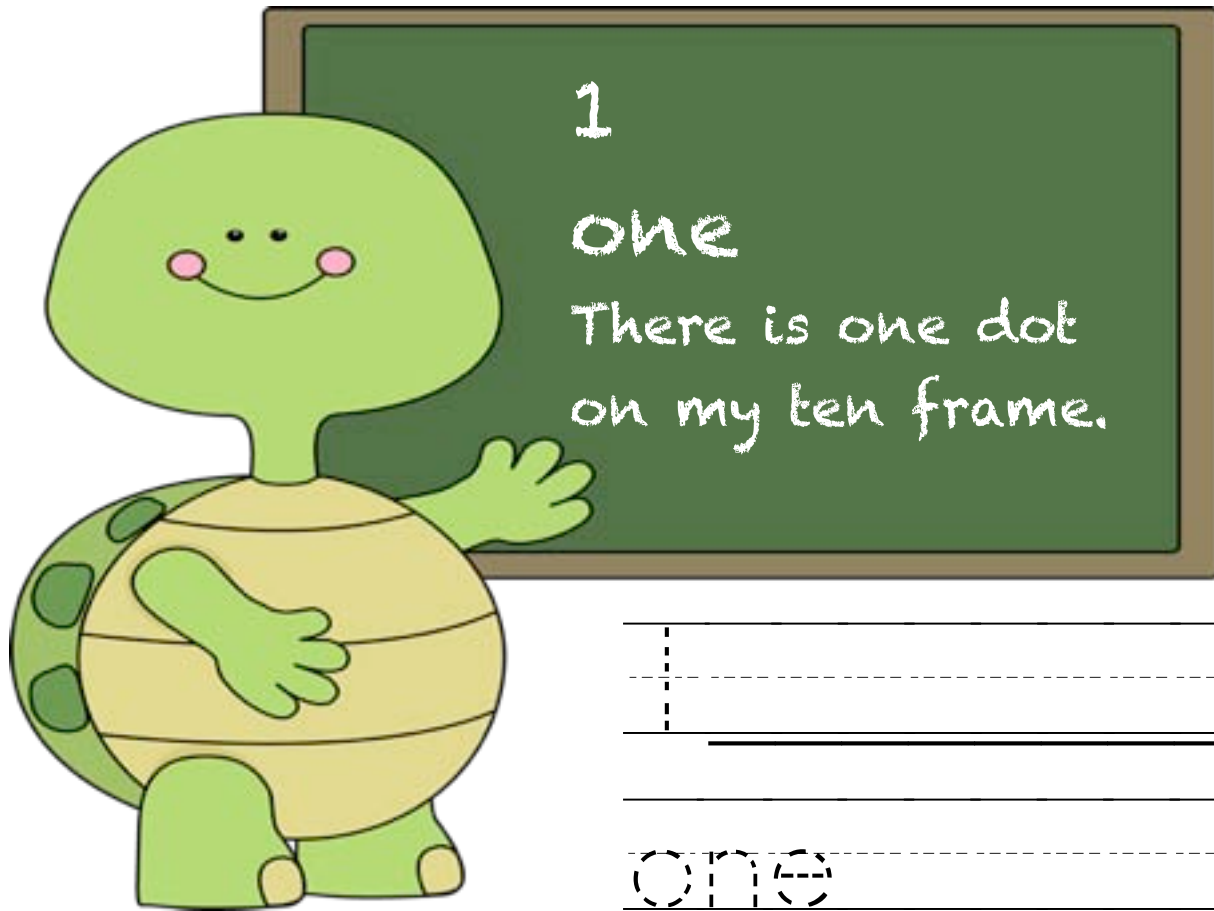
Circle 1 2 3 4 5 6 7 8 9 10

8 + 1 more =

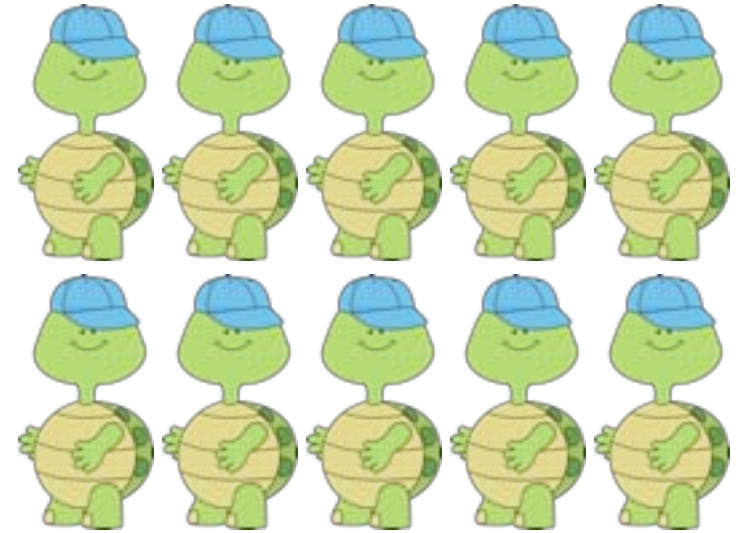
Students can play games by choosing a partner and playing "**Speed**" to see who can complete the 10-frame booklet the quickest or simply sequence them in order seeing the +1 factor as they go.

Make a workbook for each child. For your math block or a quick tabletop lesson, students can work on a page a day.

When everyone is finished, read the booklet together to review the math concepts, as well as the various aspects of reading.



Put an X on 1 turtle.



Trace and write.

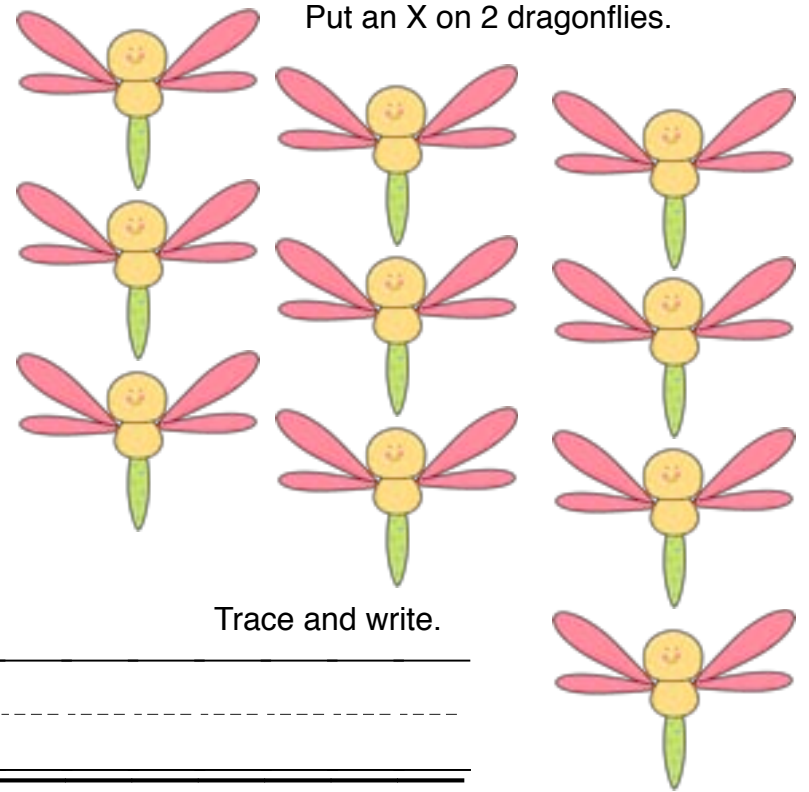
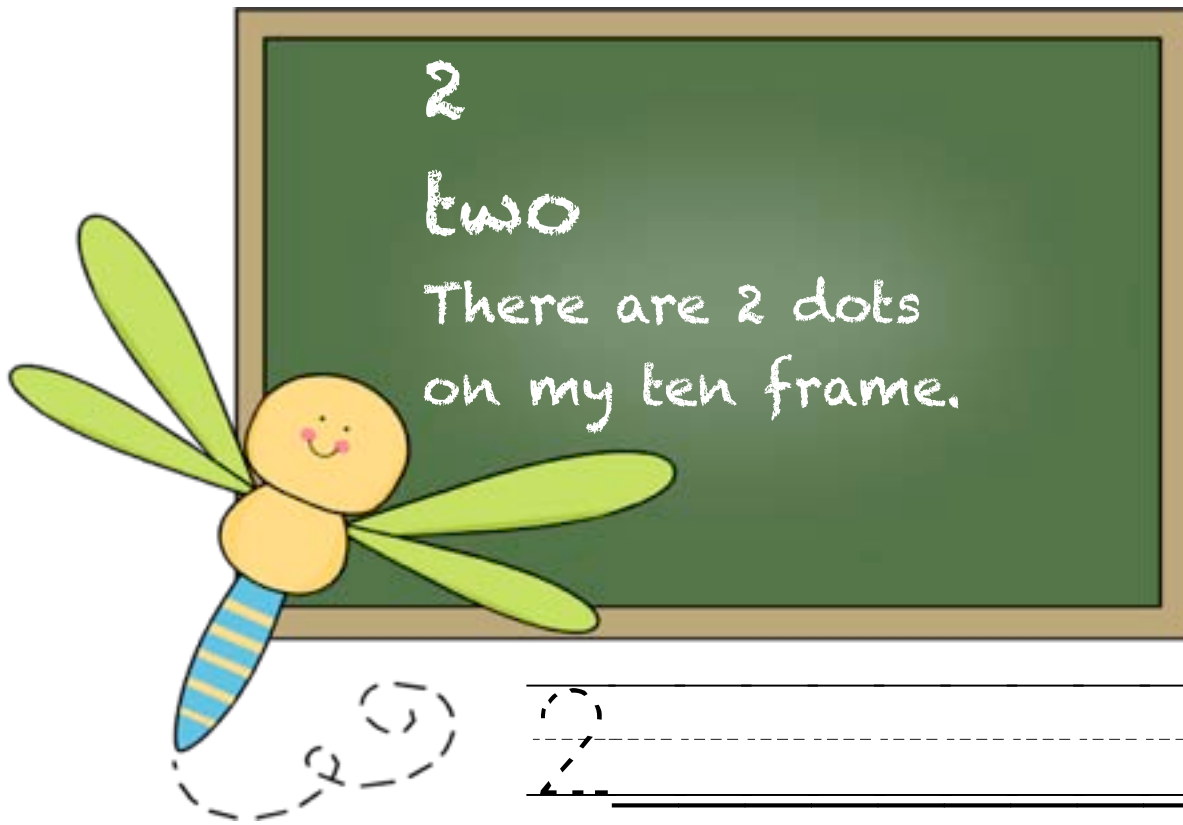
Tracing practice lines for the number 1 and the word 'one'.

Count

Mark

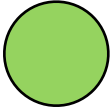

Circle 1 2 3 4 5 6 7 8 9 10

1 + 1 more =



2

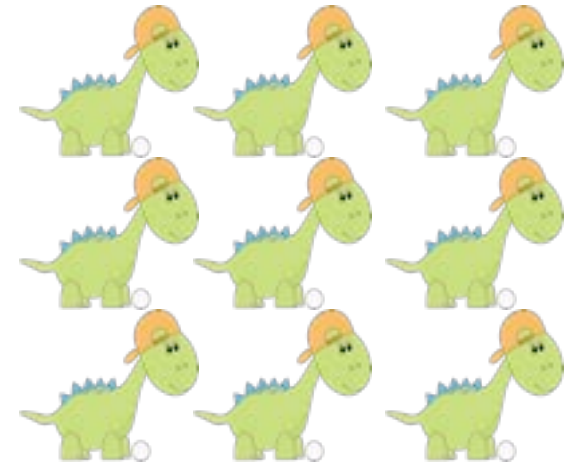
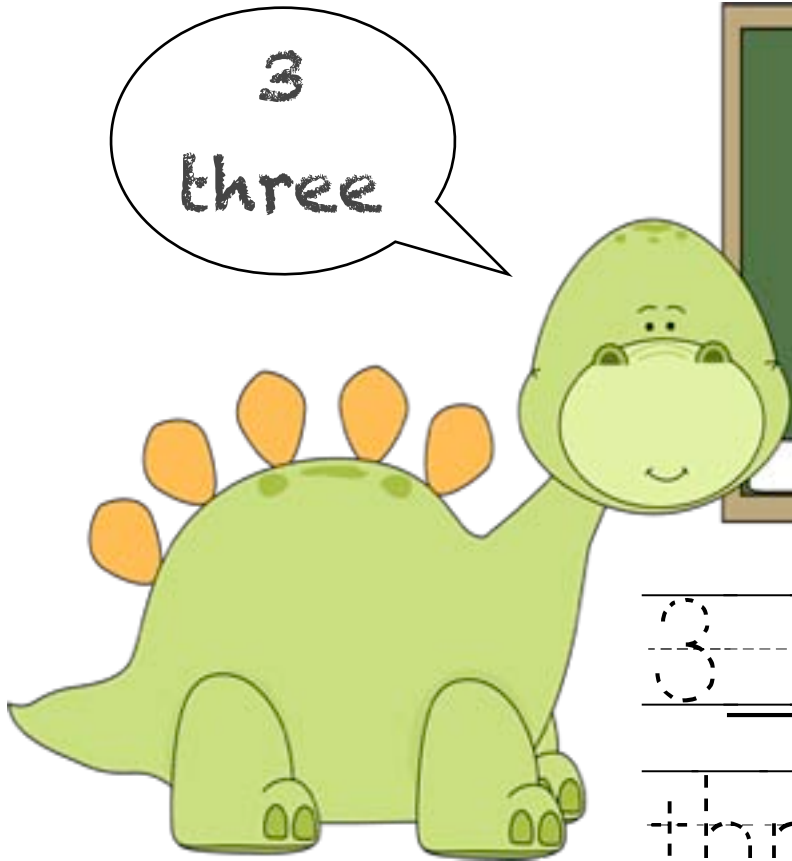
two

Circle 1 2 3 4 5 6 7 8 9 10




2 + 1 more =

Put an X on 3 dinosaurs.



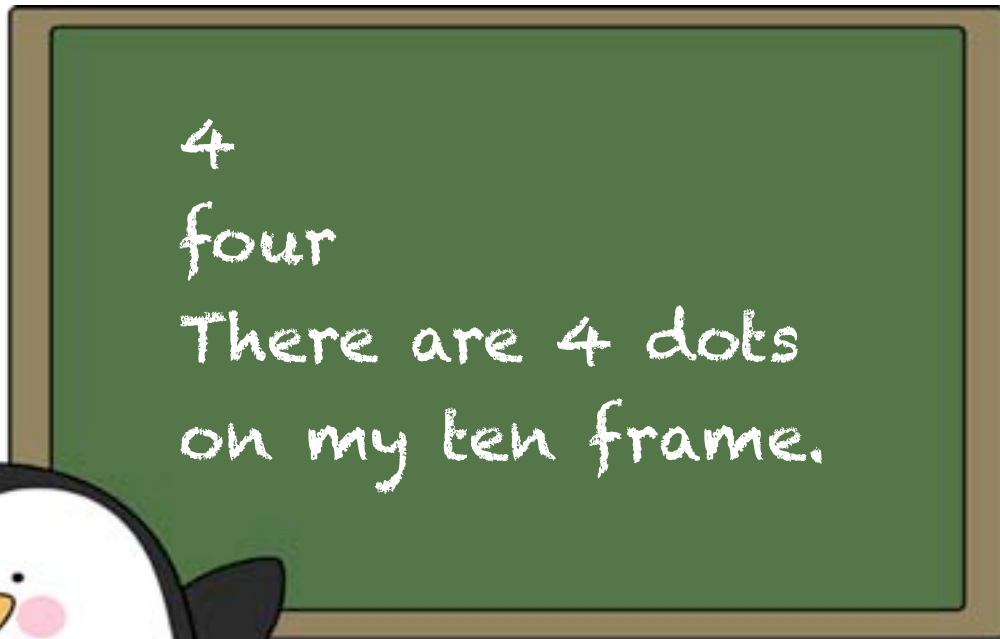
3

three

Circle 1 2 3 4 5 6 7 8 9 10

3 + 1 more =

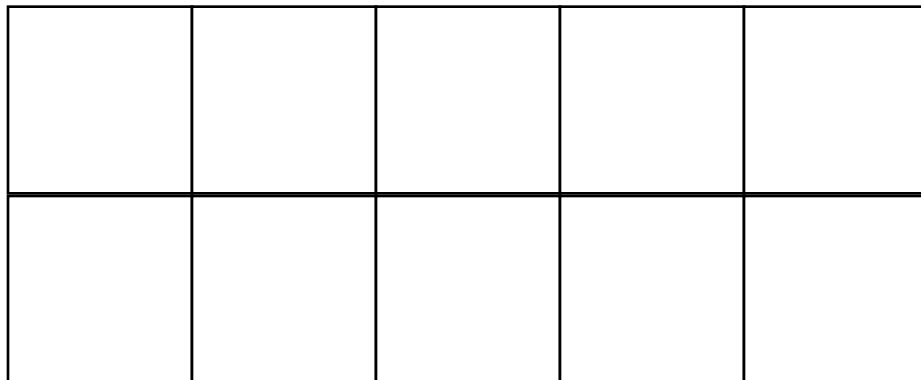
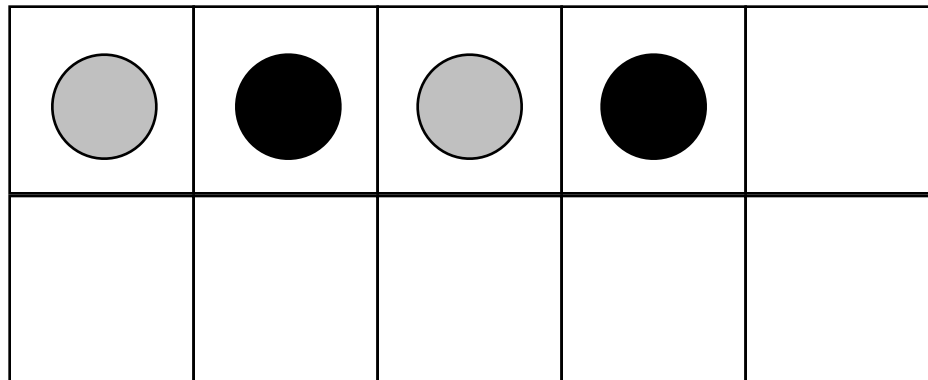


Put an X on 4 penguins.



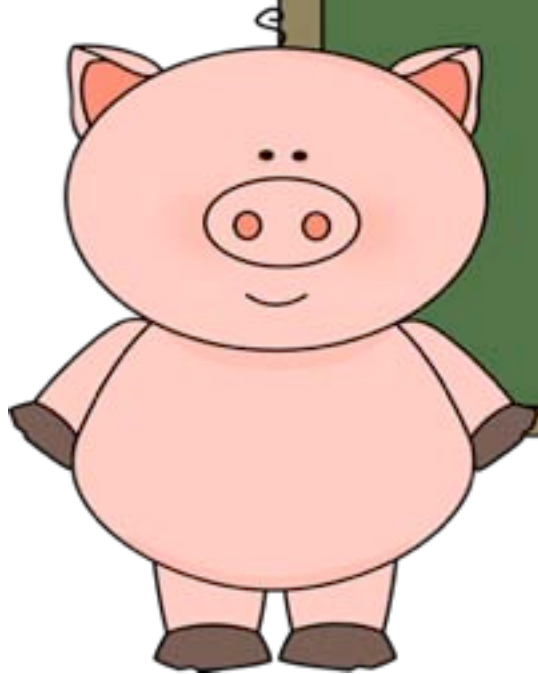
4

four



Circle 1 2 3 4 5 6 7 8 9 10

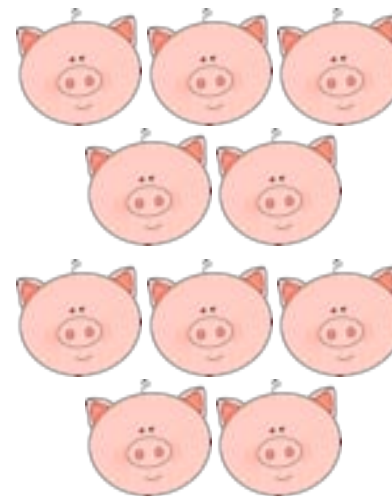
4 + 1 more =



5
five

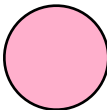

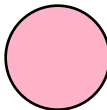
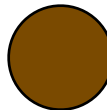
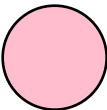
There are 5 dots
on my ten frame.

Put an X on 5 pigs.



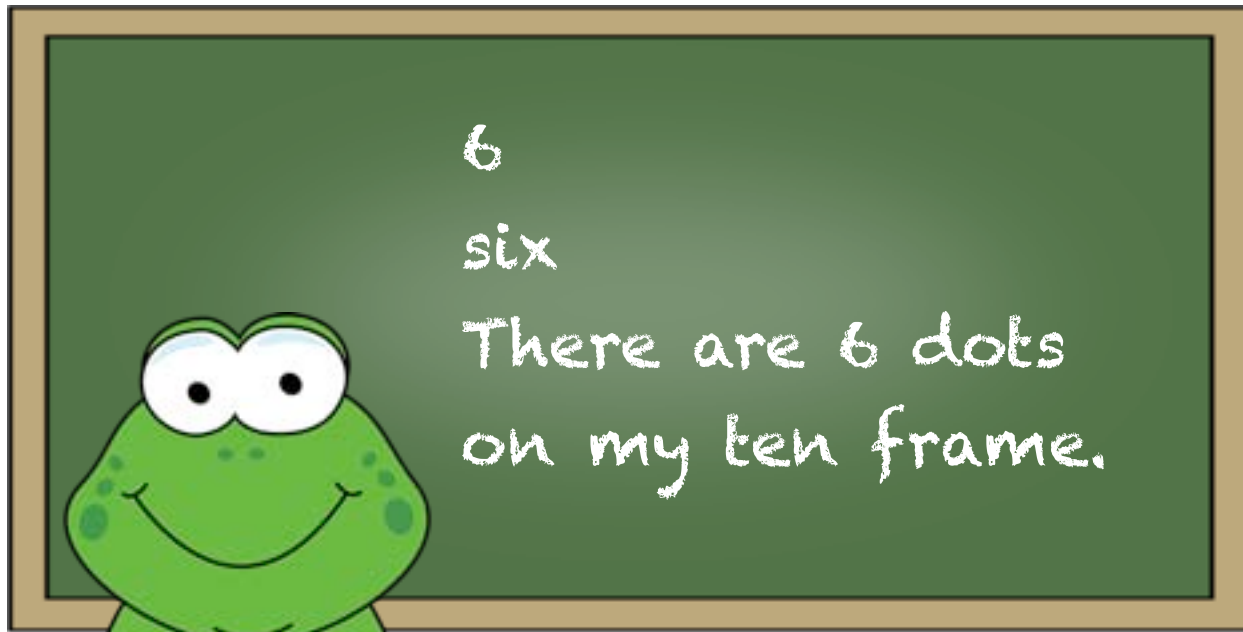
5

five

Circle 1 2 3 4 5 6 7 8 9 10

5 + 1 more =

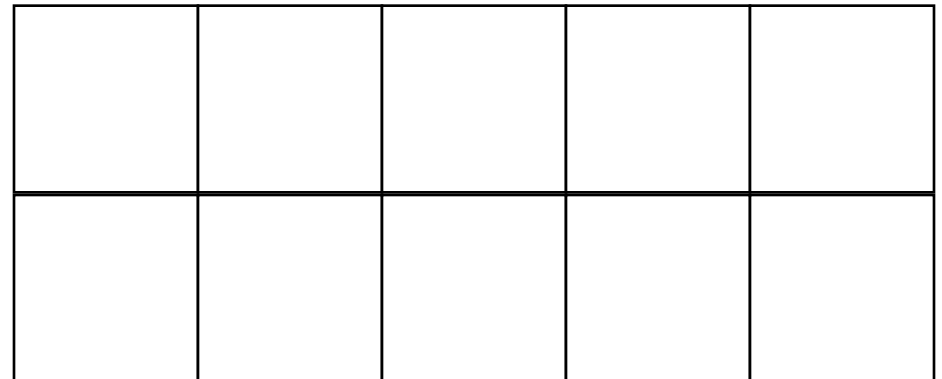
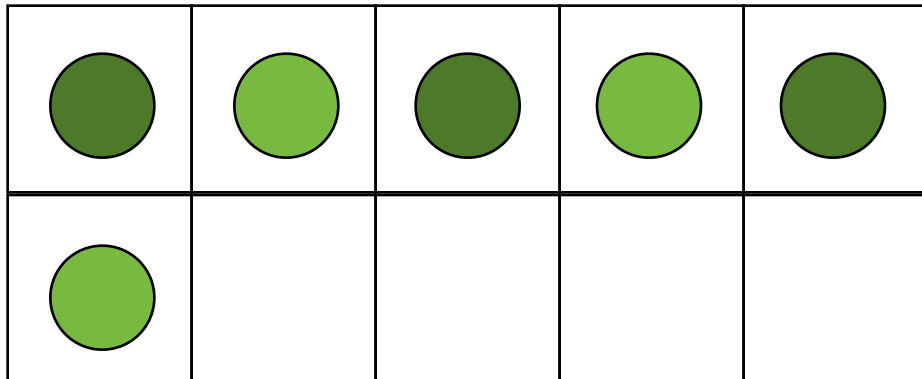


Put an X on 6 frogs.



6

six



Circle 1 2 3 4 5 6 7 8 9 10

6 + 1 more =

7

seven

There are 7 dots
on my ten frame.

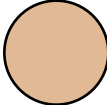
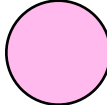
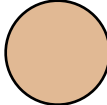
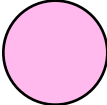
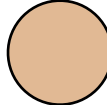
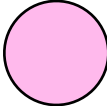
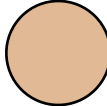


Put an X on 7 mice.



7

seven

Circle

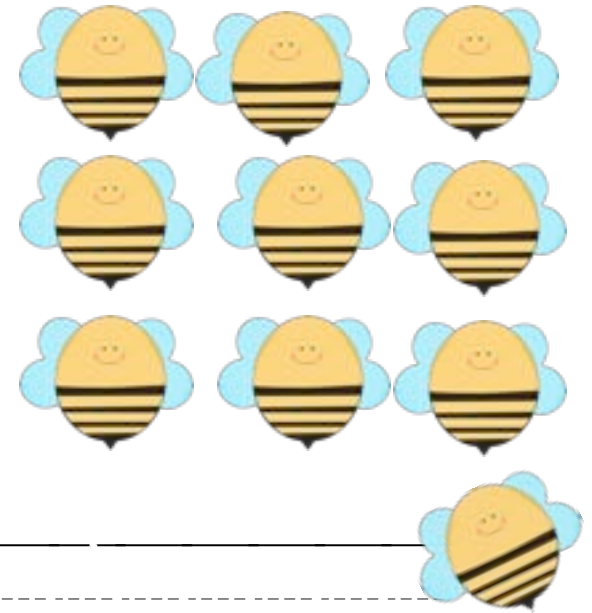
1 2 3 4 5 6 7 8 9 10

7 + 1 more =



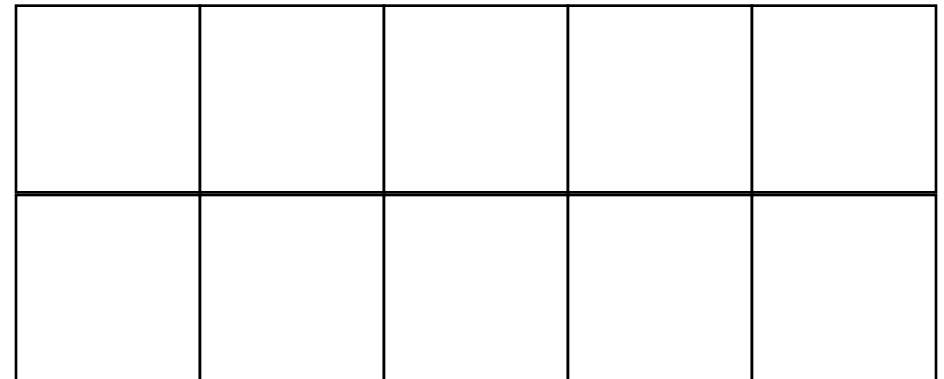
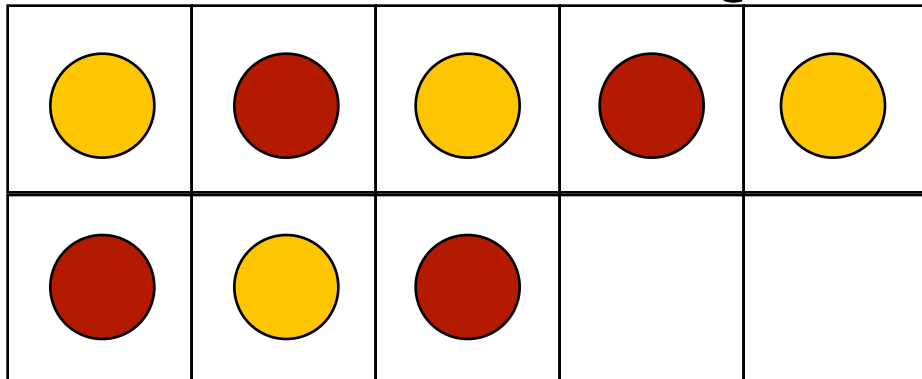
8
eight
There are 8 dots
on my ten frame.

Put an X on 8 bees.



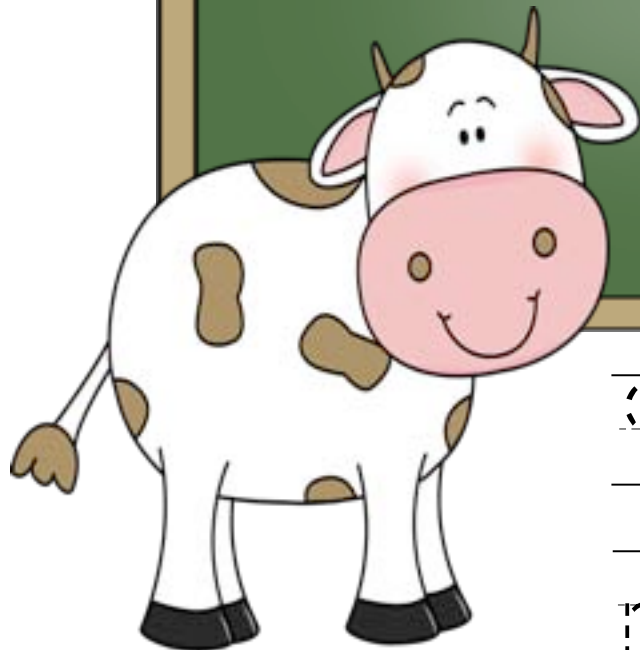
8

eight



Circle 1 2 3 4 5 6 7 8 9 10

8 + 1 more =

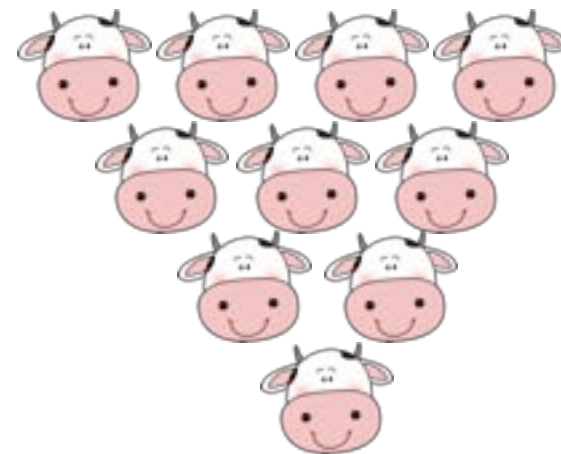


9

nine

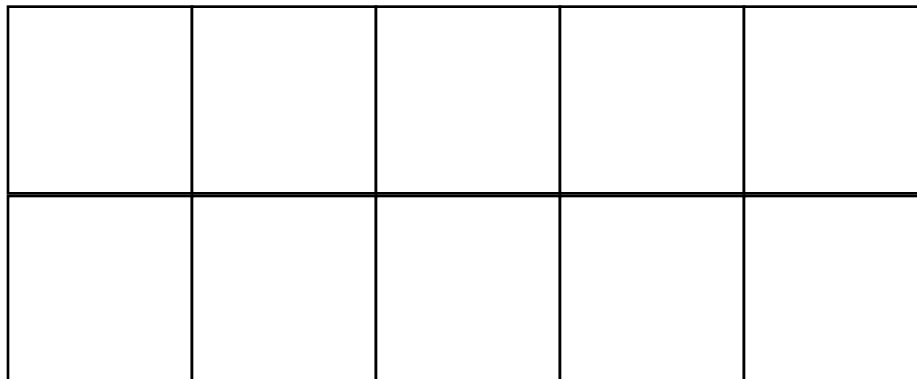
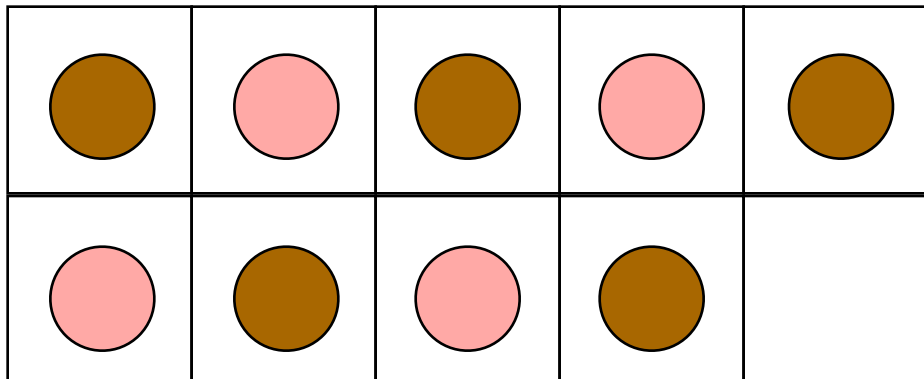
There are 9 dots
on my ten frame.

Put an X on 9 cows.



9

nine



Circle

1 2 3 4 5 6 7 8 9 10

9 + 1 more =



10

ten

There are 10 dots
on my ten frame.

Put an X on 10 owls.



Trace and write.

10

ten

○	○	○	○	○
○	○	○	○	○

Color an ABAB pattern.

Circle 1 2 3 4 5 6 7 8 9 10

$$10 \div 0 =$$