

Ten frame cards 0 to 10

This set of 11 ten frame cards shows every amount from 0 to 10, one dot pattern per card, so practitioners and children can see at a glance how many there are and how many empty spaces are left to make 10. The cards are a visual prop for building a deep understanding of composition to 10: that each number can be made of parts, that two parts can combine to make a whole, and that there is a matching bond partner for every number up to 10.

How to use

- Carpet time (s1): hold up one card, for example the card showing 7, and ask the group how many more dots are needed to fill the ten frame to make 10. Children show their answer on fingers before an adult checks against the card.
- Bond pairs matching game (s3, s4): spread the cards face down on a tray or rug. Children turn over two cards at a time and keep the pair if the two amounts make 10 together, for example the card showing 2 and the card showing 8. Say the full fact aloud together, '2 and 8 make 10'.
- Washing line ordering: peg the 11 cards along a low washing line or string in the cloakroom or outdoor area, out of order. Children work in pairs to find and rehang them in order from 0 to 10, reading the ten frame pattern rather than counting dots one by one wherever they can.
- Part-whole adult-led task (s2): place two cards side by side, for example the card showing 3 and the card showing 5, and ask a small group to build the whole amount using loose parts (shells, buttons, pebbles) on a large floor ten frame, then say how many altogether.
- Continuous provision maths area: leave the cards alongside blank ten frame mats and small loose parts (counters, pom-poms, conkers) so children can choose a card and recreate the pattern independently, or pick two cards and check whether they make 10.
- Missing part game (s4, including zero and take away): an adult shows a card, for example the card showing 6, covers some of the dots with a cloth, and asks how many are hidden. Include the card showing 0 and the card showing 10 so children see that 0 and 10 also make a bond pair.
- Doubles and equal groups spotting (patterns ELG): lay pairs of cards next to each other, for example two cards showing 4, and ask children what they notice, linking to double facts and to sharing a group of dots equally between two children, such as Amara and Jakub.
- Role play till or café: use the cards as 'order' or 'bill' cards during role play, with children matching a card showing an amount, for example 9, to the bond partner card needed to make 10 'tokens' for their till drawer.



