

# Ten-Frame Memory Game

Ten-frames are a fantastic tool for achieving many of the curriculum aims outlined in the year one programme of study for maths and for other areas of maths skills. They help students to understand numbers in the context of ten and are great for kinaesthetic learners who learn from physical activities. Children can place counters on a ten-frame to show numbers that are less than or equal to ten.

## Instructions

- Print and cut out the cards at the end of this resource. You might want to laminate them for extra durability.
- Give each player a blank ten-frame and some counters.
- Shuffle the flashcards and place them in a pile face down.
- Show one of the cards to the players for a short amount of time. (This will depend on each child - it could be anywhere from half a second up to 10 seconds).
- Hide the card and ask the players to replicate what they saw by placing counters on their blank ten-frame. It must show the same arrangement.
- Repeat using the other flashcards.

**Twinkl Tip:** For an added challenge, show them the flashcard, but ask them to give the number that is one more than this. You could extend it further by asking for one less, double or half of the number shown.

				


				

				

				

				













