

# Number pairs sheet

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Super Steal!



If you can say 3 pairs that make ten, then you can steal 3 pairs from other people!

9



Ninepin



Thief!  
Steal a number from someone.



Thief!  
Steal a number from someone.



Chameleon

?



Chameleon

7



Professor Septimus

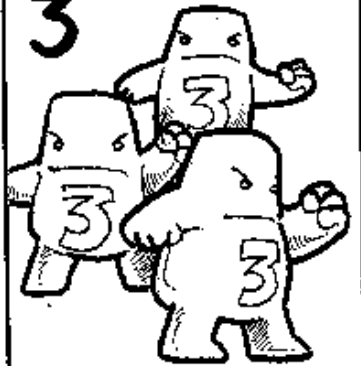


Thief!  
Steal a number from someone.



Thief!  
Steal a number from someone.

3



Triple-punch

# Extras sheet

## **Monsters Making 10**

I've attached the sheets I've drawn for my numeracy game. It is aimed at Key Stage 1, and designed to teach the number facts for 10 in a fun way.

### **Directions:**

- print out sheets
- copy two or more of each onto card (depending on size of group being used with), cut out and laminate
- deal cards out to children until none are left
- taking it in turns, each child sees if they can make a pair of monsters that totals ten
- if they can't make a pair, they can use a 'thief' card to steal a number they need from someone else
- they can also use a 'Chameleor' card... he can become any number they need to make a pair, but they have to say which number he's turning into
- the 'super steal' card lets them steal up to three complete pairs from other children, but only if they can remember three ways to make ten
- when no-one else can go, count up the complete pairs. Whoever has the most is the winner.