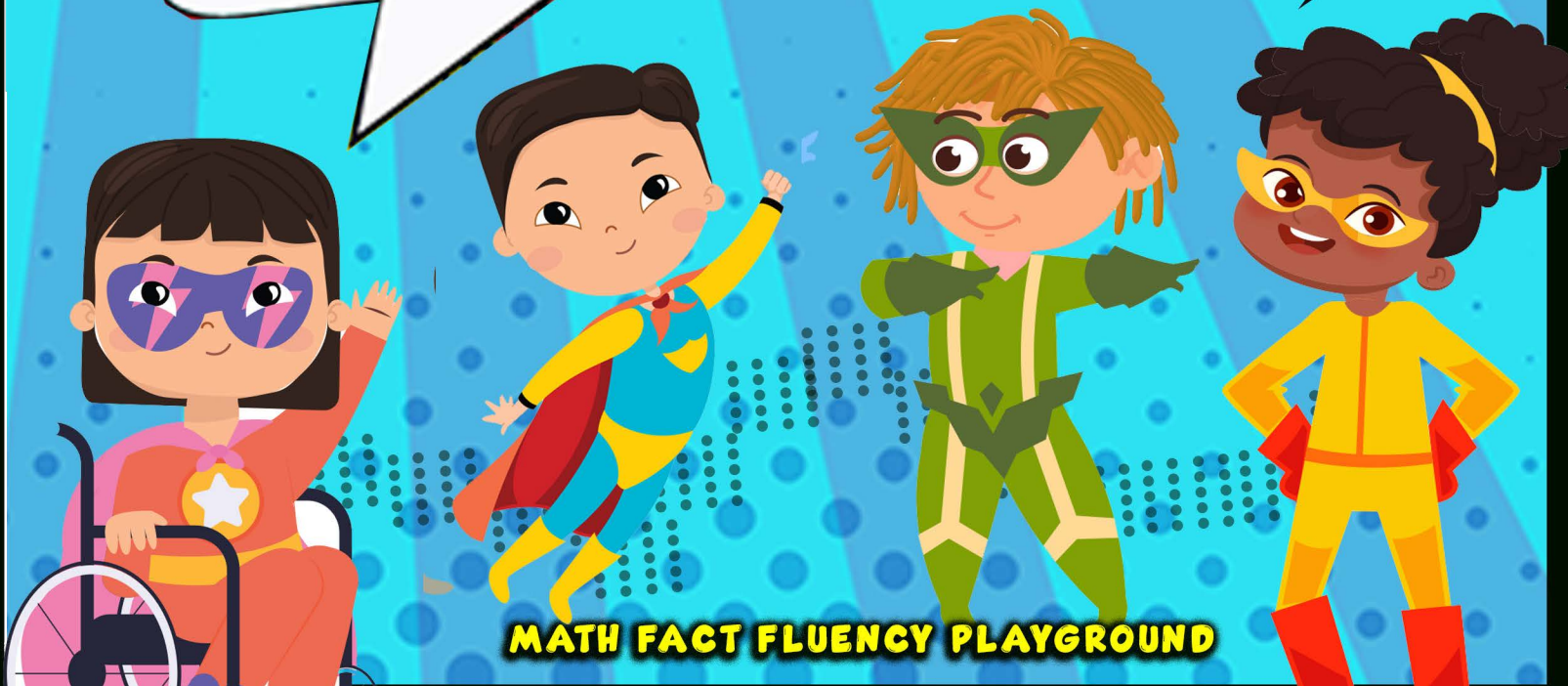


THE JUMBO BOOK OF VISUAL ADDITION STRATEGY FLASHCARDS WITHIN 20 SAMPLER

FLASHCARD GAMES INCLUDE

- ADDITION BATTLE
- COUNTING ON
- MAKE 10
- DOUBLES + 1 & 2
- WHAT'S MISSING
- NUMBERLINE IT
- TEN FRAME IT
- FLIP IT



MATH FACT FLUENCY PLAYGROUND

**THE JUMBO BOOK OF
VISUAL ADDITION
STRATEGY
FLASHCARDS
(WITHIN 20)**

**MATH FACT FLUENCY PLAYGROUND LLC
BRIDGEPORT, CT**

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To contact the author for speaking workshops or ordering books in bulk, contact us at info@mathfactfluencyplayground.com

978-1-963381-15-3

Published by
Math Fact Fluency Playground LLC

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Flashcards created by
Dr. Nicki Newton

TABLE OF CONTENTS

INTRODUCTION	P.1
BOOK BELONGS TO	P.2
HOW TO PLAY	P.3
TRACK YOUR STRATEGY	P.4
ADDING WITHIN 5 (DICE)	p.6
ADDING WITHIN 5 (FRAMES)	p.13
ADDING WITHIN 5 (FINGERS)	p.20
ADDING WITHIN 5 (TRADITIONAL)	p.27
ADDING WITHIN 5 (NUMBER PATH)	p.34
ADDING WITHIN 5 (PART-PART WHOLE)	p.41
ADDING WITHIN 5 (VERTICAL)	p.55
ADDING WITHIN 5 (NUMBER BOND)	p.62
ADDING WITHIN 5 (MISSING NUMBER)	p.69
COUNTING ON (DICE)	p.76
ADDING WITHIN 10 (TEN FRAMES)	p.92
MISSING NUMBERS TO 10 (NUMBER LINE)	p.117
SIGN LANGUAGE ADD WITHIN 10	p.138
ADDING WITHIN 10 (TRADITIONAL)	p.156
ADDING WITHIN 10 (VERTICAL)	p.181
MAKE 10 MISSING NUMBER (TEN FRAMES)	p.206
ADD 10 (TWENTY FRAMES)	p.210
TURN AROUND FACTS (COMMUTATIVE PROPERTY)	p.218
DOUBLES ADDITION DICE	p.230
DOUBLES + 1 ADDITION DICE	p.236
DOUBLES + 2 ADDITION DICE	p.243
BRIDGE 10 (TEN FRAMES)	p.249
ADDING 3 NUMBERS TO 20 (ASSOCIATIVE PROPERTY)	p.271

EXERCISING YOUR BRAIN!

THIS BOOK WILL HELP YOU PRACTICE YOUR MATH FACT FLUENCY! MATH FACT FLUENCY IS 3 THINGS:

1. GETTING THE CORRECT ANSWER AND KNOWING HOW TO EXPLAIN IT.

2. BEING ABLE TO THINK FLEXIBLY (KNOWING LOTS OF WAYS TO PLAY AROUND WITH THE NUMBERS).

3. BEING EFFICIENT (WHICH MEANS YOU CAN FIND A WAY TO DO IT THAT IS QUICK AND EASY)!

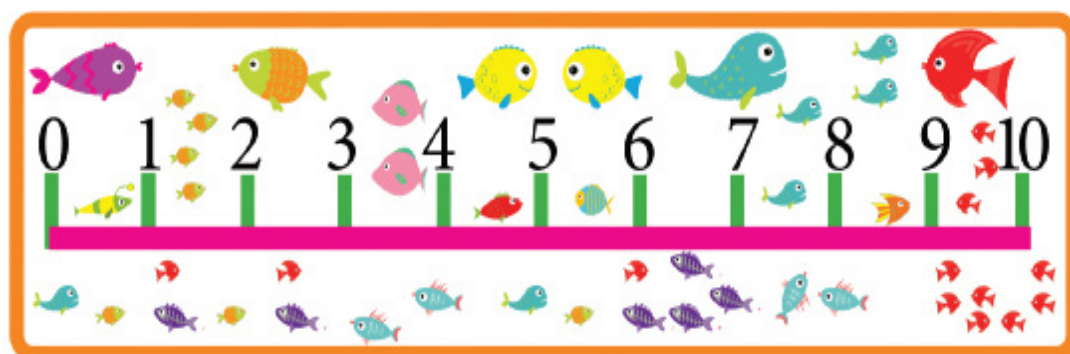
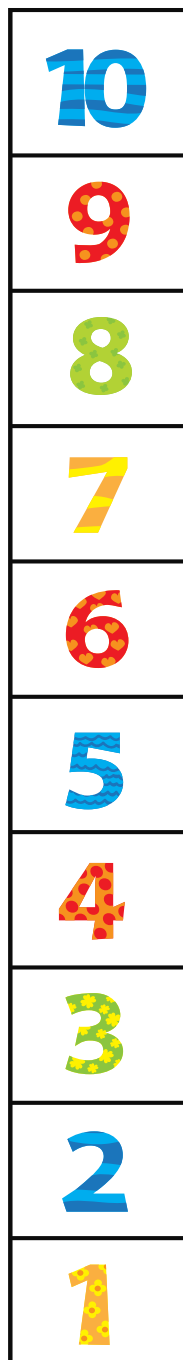
PRACTICING IN MANY DIFFERENT WAYS WILL HELP YOU TO BECOME AUTOMATIC! THIS MEANS YOU DON'T EVEN HAVE TO THINK ABOUT THE PROBLEM, YOU JUST KNOW IT!

THESE VISUAL MATH FLASHCARDS WILL DO ALL OF THE ABOVE.

HAPPY MATHING!



THIS PAGE HAS A FEW TOOLS TO HELP YOU SOLVE THE PROBLEMS. THERE IS A NUMBER PATH, NUMBER LINE AND NUMBER LADDER, TO HELP YOU ACT OUT THE PROBLEMS! THERE IS AN ANSWER KEY IN THE BACK OF THE BOOK SO YOU CAN CHECK YOUR WORK AT THE END TOO!



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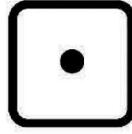
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Adding within 5 Dice

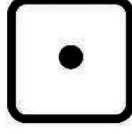
With these cards students will work on adding within 5. It is important to relate the “turn around facts” to each other. The cards are made to be used front to back. Students need to see the turn around facts. They should learn to think about properties from the beginning.

$$0 + 1$$



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$$1 + 0$$

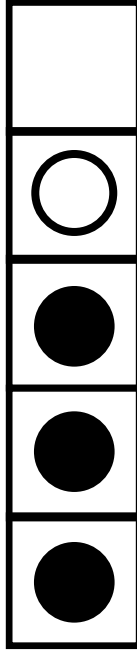


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Adding within 5 (5 Frames)

The facts are modeled in a five frame so that students can visualize the facts. Students can play a match (cards face up and match) or concentration (cards face down) game. The goal is to find the expression and the correct sum. Students can also play sum war where they each pull a card and whoever has the highest sum keeps both cards. When all the cards are done, whoever has the most cards Wins.

$$3 + 1$$



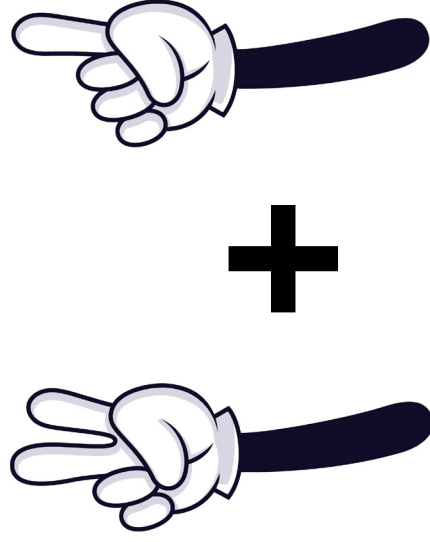
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Adding within 5 (Fingers)

The facts are modeled with fingers so that students can visualize the facts. It is completely appropriate for kindergartners to use their fingers when exploring basic math facts. Students can play a match (cards face up and match) or concentration (cards face down) game. The goal is to find the expression and the correct sum. Students can also play sum war where they each pull a card and whoever has the highest sum keeps both cards. When all the cards are done, whoever has the most cards wins.

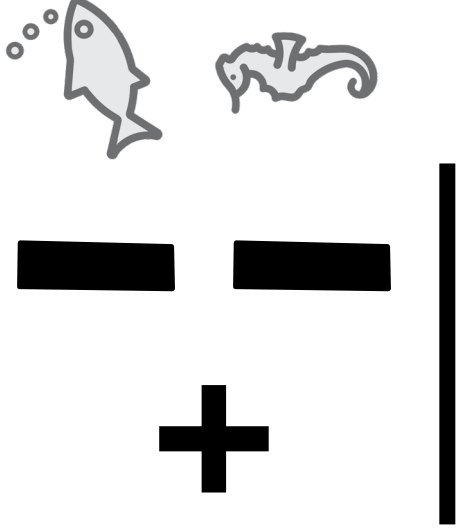



3

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Adding within 5 (Traditional)
The facts are modeled with pictures so that students can visualize the facts. Students can play a match (cards face up and match) or concentration (cards face down) game. The goal is to find the expression and the sum. Students can also play sum war where they each pull a card and whoever has the highest sum keeps both cards. When all the cards are done, whoever has the most cards wins.

	
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Adding within 5 (Number Path)

Research recommends that kindergarteners and first graders use number paths instead of number lines.

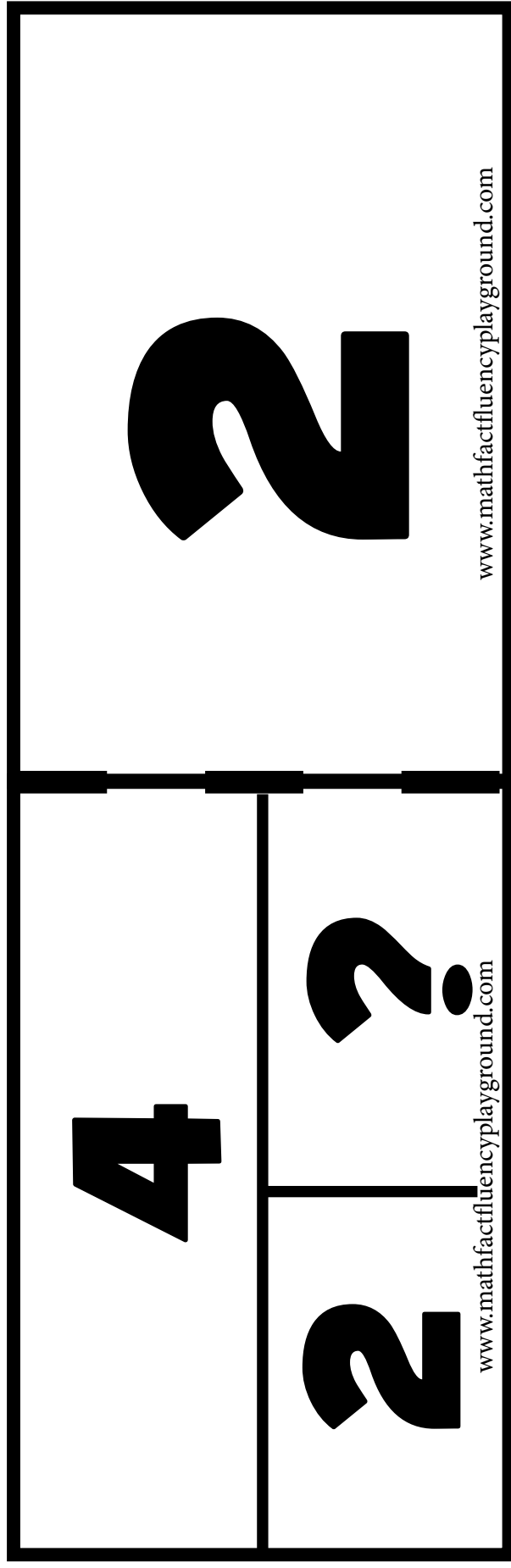
$$3 + 1$$

1	2	3	4	5
---	---	---	---	---

4

Adding within 5 (PART-PART WHOLE)

Part Part Whole mats help students to think about the number sentences in terms of parts and whole. With these cards, students are working on looking at the whole and parts that make up a number.



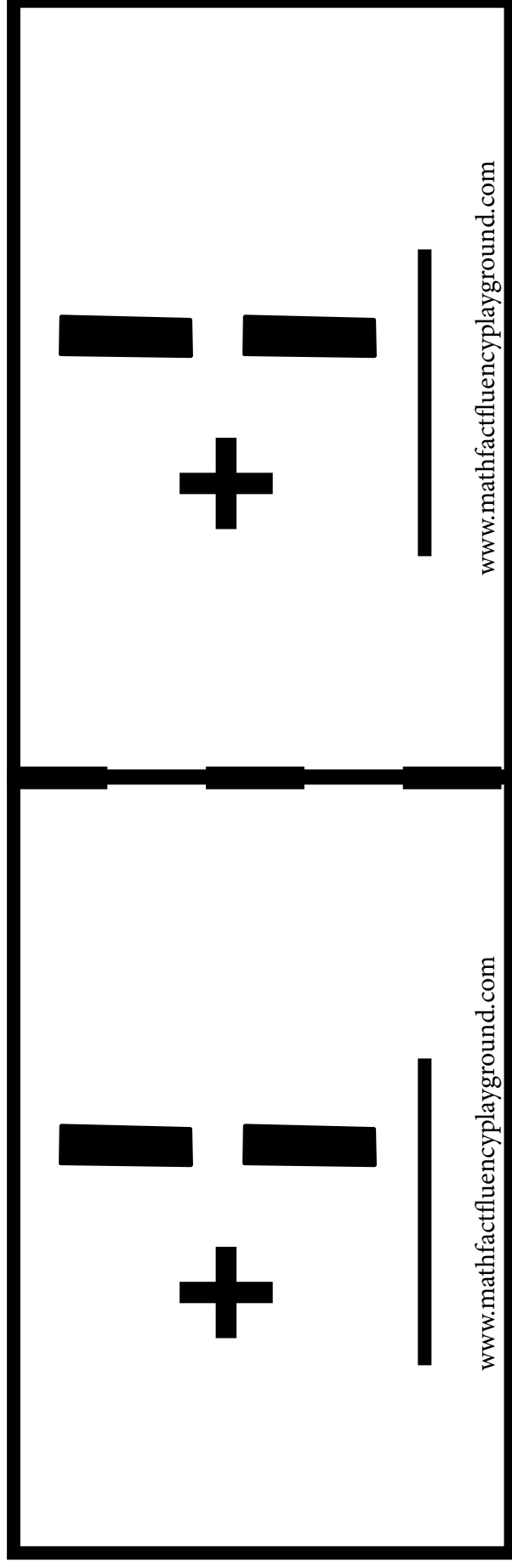
Adding within 5 (Traditional)

With these cards students will work on adding within 5. It is important to relate the “turn around facts” to each other. The cards are made to be used front to back. Students need to see the turn around facts. They should learn to think about properties from the beginning.

$$3 + 1 = 3 + 3$$

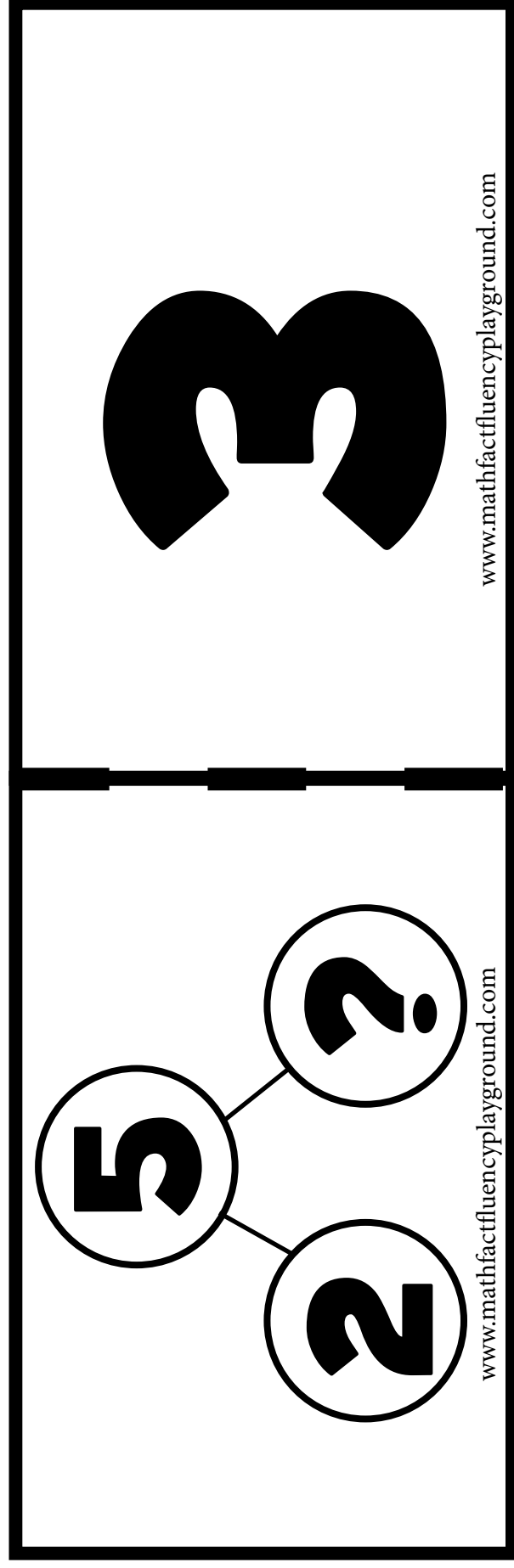
Adding within 5 (Vertical)

With these cards students will work on adding within 5. It is important to relate the “turn around facts” to each other. The cards are made to be used front to back. Students need to see the turn around facts. They should learn to think about properties from the beginning.




Adding within 5 Number Bond

With these cards students will work on adding within 5. These facts are modeled in number bonds. Like part part whole mats, number bonds help students to see the whole and the parts. They can either subtract or count up to find the missing number.



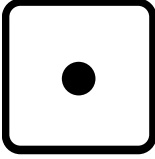
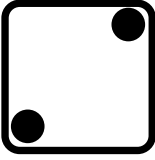
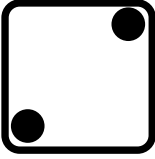
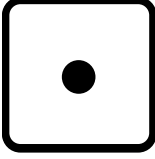
Adding within 5: Missing Number

With these cards students will work on adding within 5. Missing addend cards should be discussed with the students. They should explain how they thought about the problem.

$1 + \square = 2$	
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Counting on with addition dice models

With these cards students will work on adding within 10. Remind students to always start with the big number when counting up 1,2,or 3 numbers. They can also use other strategies depending on the number. With these cards we are also working on the “turn around facts.” Students need to learn the properties from the very beginning.

 1	+	 2
<hr/>		
 2	+	 1

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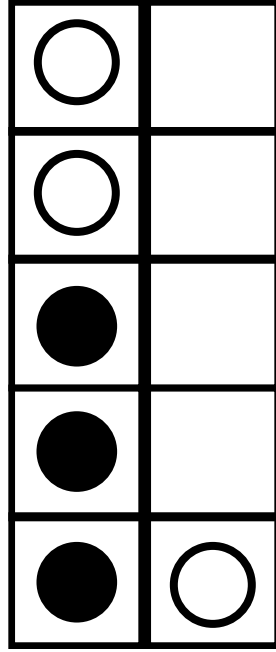
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Adding within 10 (Ten Frame)

The facts are modeled in a ten frame so that students can visualize the facts. Students can play a match (cards face up and match) or concentration (cards face down) game. The goal is to find the expression and the sum. Students can also play sum war where they each pull a card and whoever has the highest sum keeps both cards. When all the cards are done, whoever has the most cards wins.

$$3 + 3$$



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6

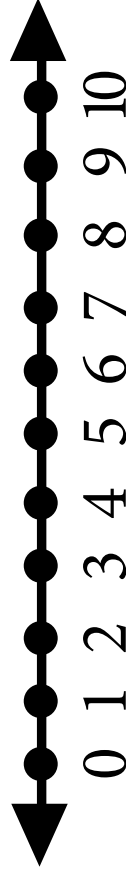
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Missing Numbers to 10

Missing Number Flashcards help students to work on thinking about and finding the missing number. We have scaffolded these flashcards with a number line to help students find the missing number by counting up. They could also count back.

*Look for doubles and make ten facts first

$$3 + ? = 10$$



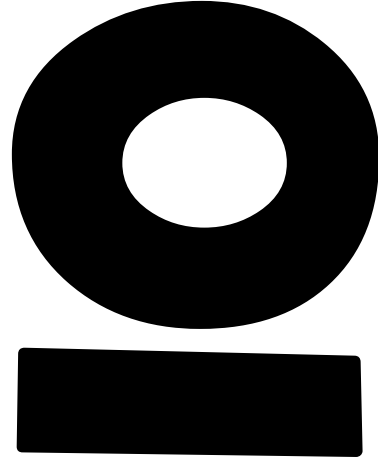
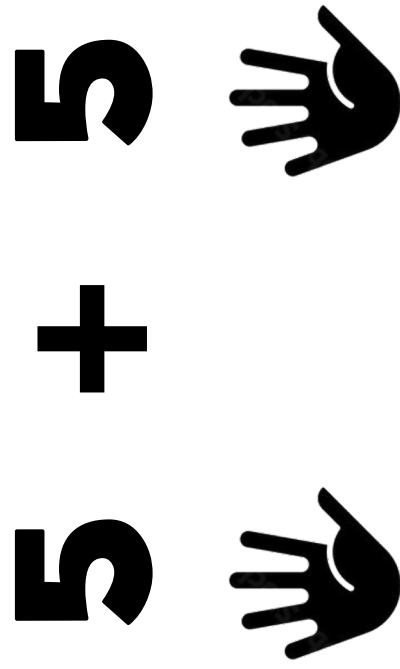
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7

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Sign Language Add within 10

With these cards students can practice adding in sign language. They will have to be taught the number representations.



Adding within 10 (Traditional)

With these cards students will work on adding within 10. It is important to relate the “turn around facts” to each other. The cards are made to be used front to back. With these cards we are also working on the “turn around facts.” Students need to learn the properties from the very beginning.

3

+

1

1

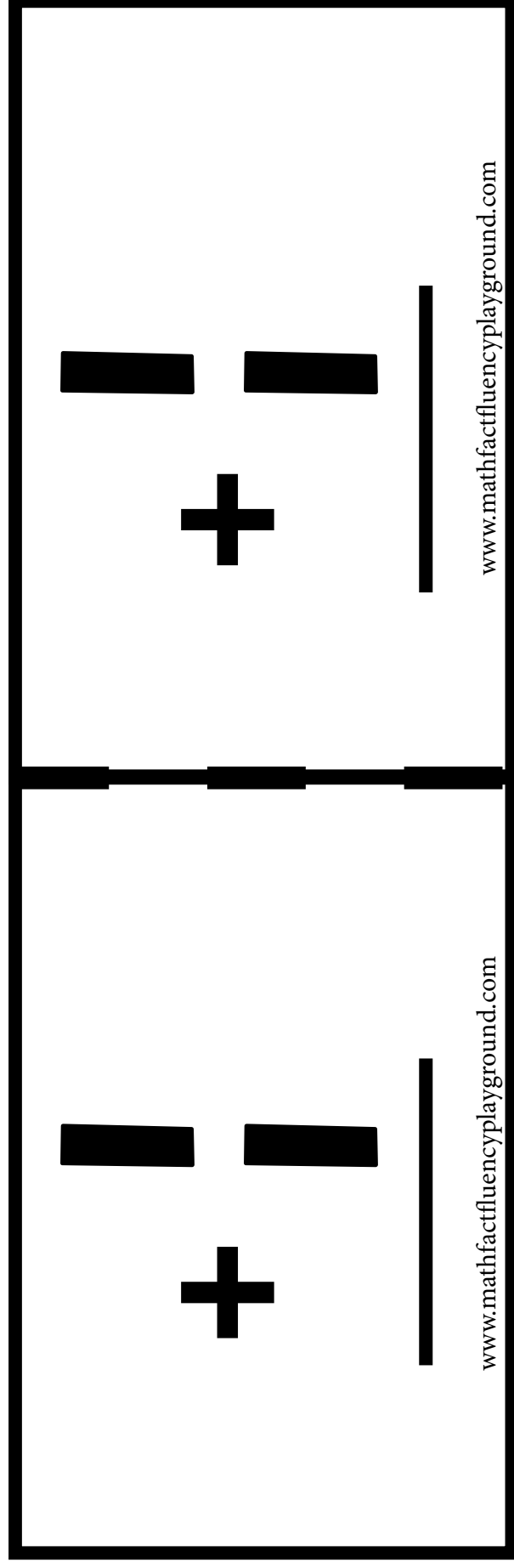
+

3

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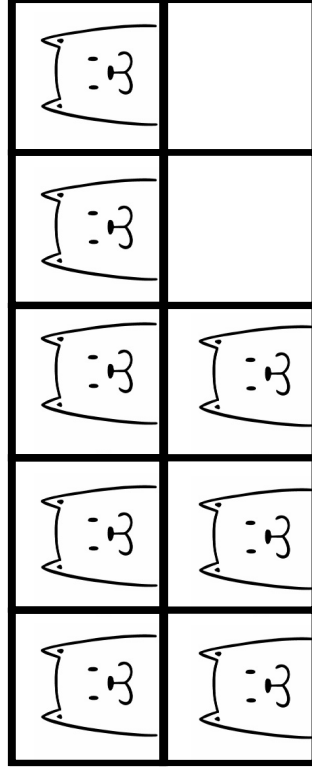
Adding within 10 (Vertical)
With these cards students will work on adding within 10. It is important to relate the “turn around facts” to each other. The cards are made to be used front to back. Students need to see the turn around facts. They should learn to think about properties from the beginning.



Make 10 Missing Number (Ten Frames)

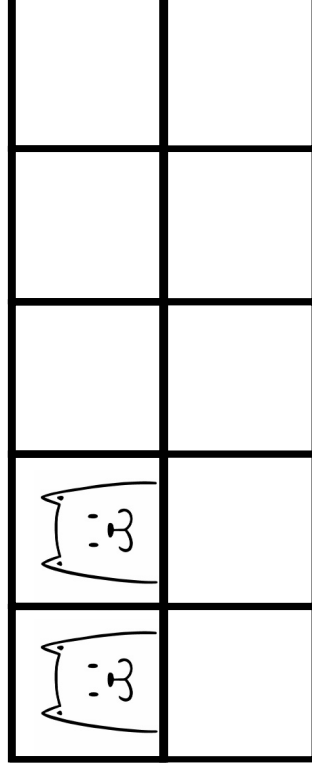
With these cards we explore ten friends. Cards that make ten. The cards are back to back so that students can work on their “turn around facts.” This will later become known as the “commutative property.”

$$8 + ? = 10$$



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$$? + 2 = 10$$

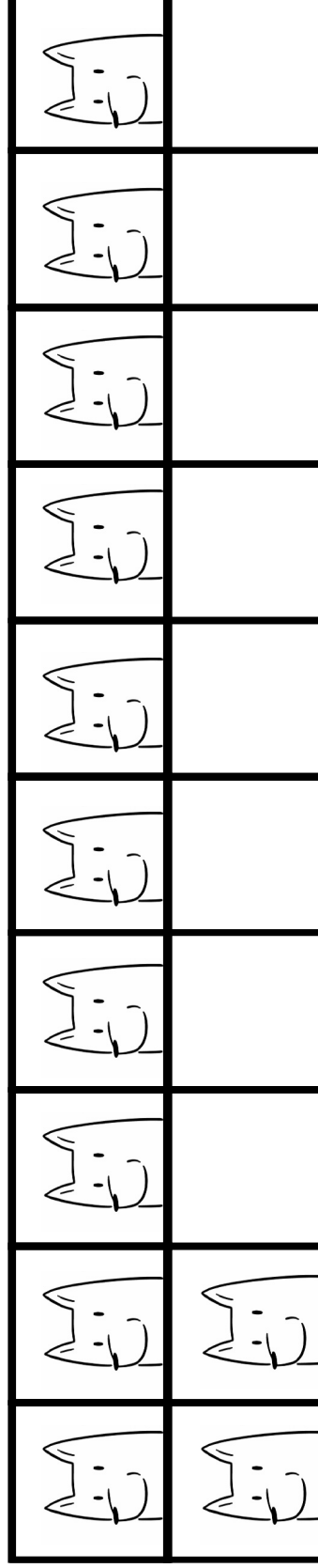


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Adding 10 (Twenty Frames)

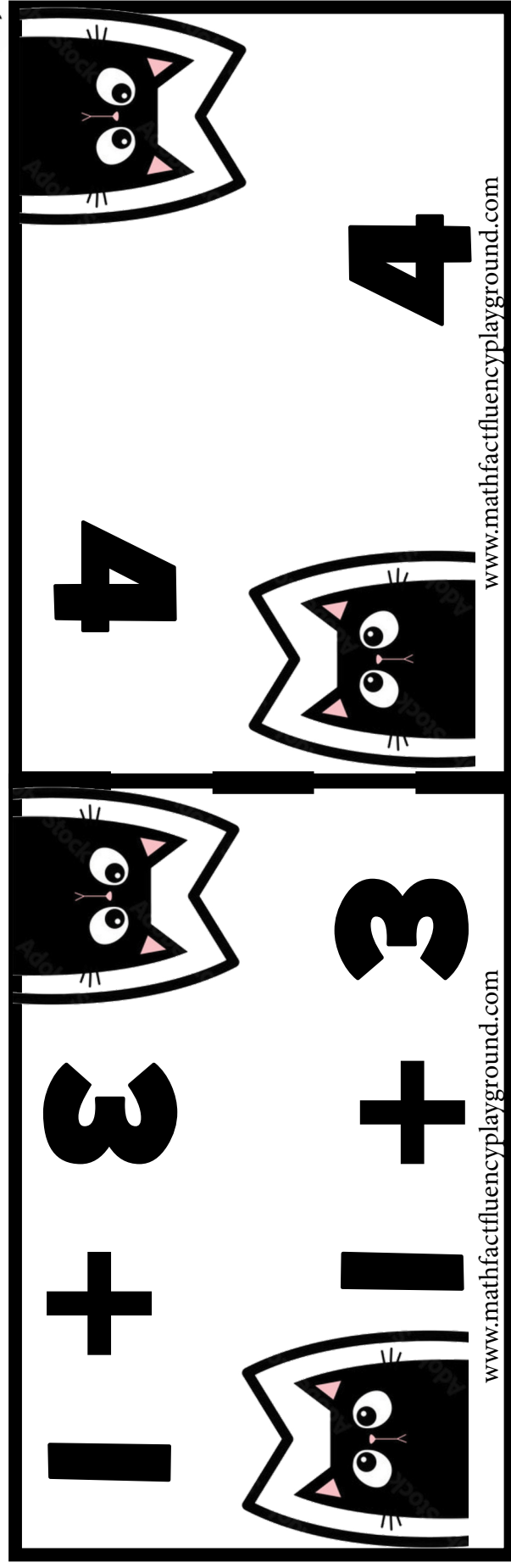
With these cards students will practice adding 10 to a single digit number. They should discuss how adding 10 to a single digit is going to result in a teen number. The visual set up in the 10 frame scaffolds this understanding.

$$10 + 2 = ?$$



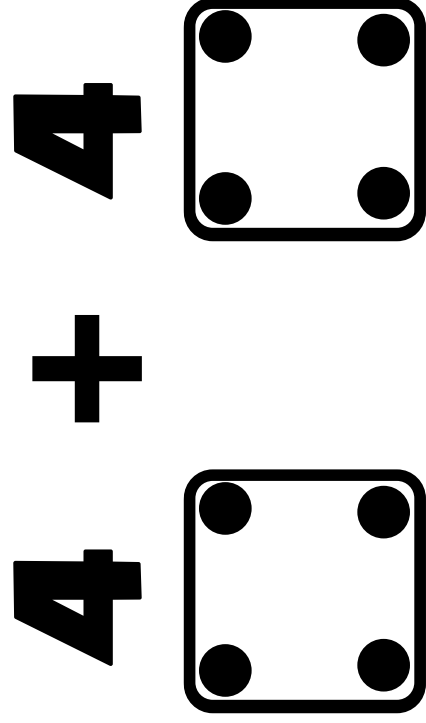
TURN AROUND FACTS

With these cards students will work on adding within 10. It is important to relate the “turn around facts” to each other. The cards are made to be flipped so that students can see the turn around fact by actually turning the card around. Students need to see these relationships and build this understanding from the beginning!



Doubles Addition Dice

With these cards students are thinking about doubling a number. They should work on their lower doubles (within 10) and then work on their upper doubles (within 20).

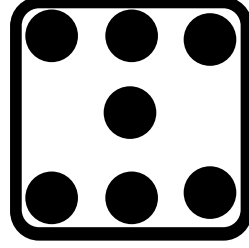
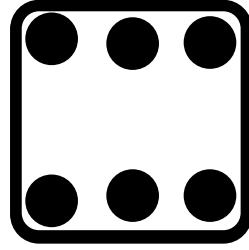


8

Doubles + 1 Addition Dice

With these cards students are thinking about doubling a number and adding 1. For example, if the fact is $5 + 6$, they could think $5 + 5 + 1$. They should work on their lower doubles (within 10) and then work on their upper doubles (within 20).

$$6 + 7$$



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$$13$$

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Doubles + 2 Addition Dice

With these cards students are using their doubles facts to think about doubles + 2 facts. So if, $5 + 5$ is 10 then $5 + 7$ is 2 more.

1 + 3

●				

●	●	●	●	

4

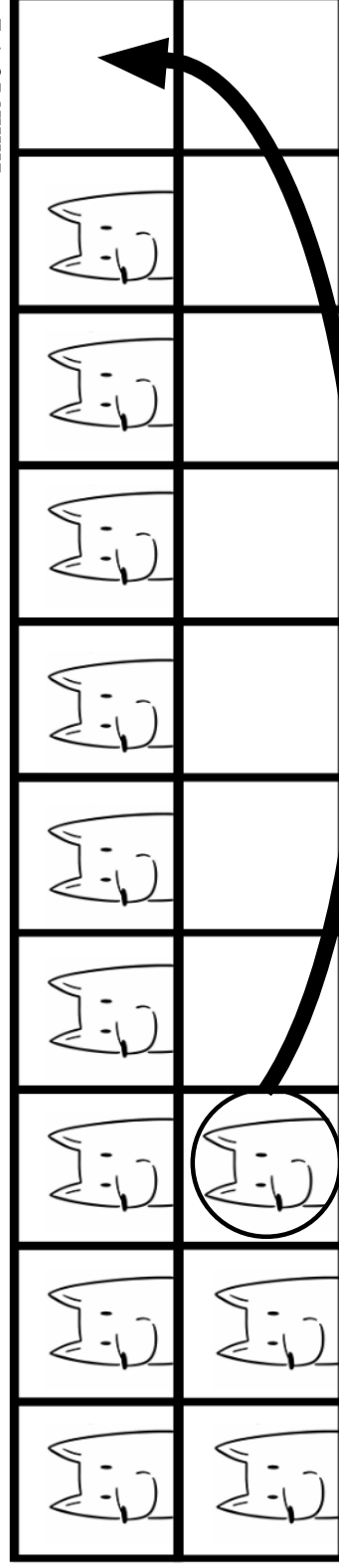
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Adding 7, 8 or 9

With these cards students are working on adding on from 7, 8 or 9. They will work on “bridging 10” which means to think about how many more we need to get to 10 and then adding on from 10. Students can think about $9 + 3$ as $10 + 2$. The visual set up in the 10 frame scaffolds this understanding. Students may also think about other strategies such as doubles + 1 or 2.

$$9 + 3 = ?$$

Think $10 + 2$



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Adding 3 Numbers

With these cards students are working on the “associative property of addition.” They are learning and practicing that you can add numbers in any order and it doesn’t change the problems. Students should learn to look for ways to combine numbers to make the problems easier. They should look for numbers that make 10 and also doubles.

***Look for doubles or make ten facts first**



$$4 + 6 + 9$$

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$$19$$

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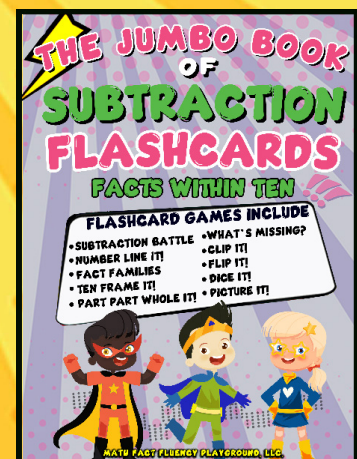
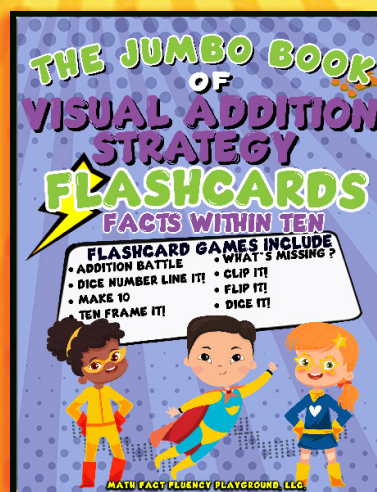
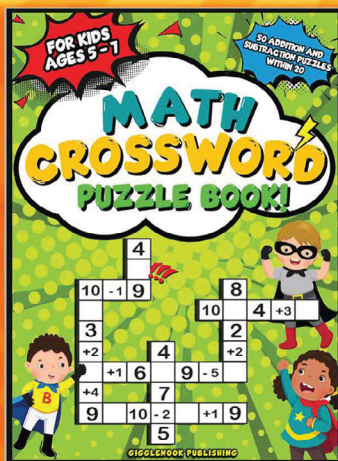
!!!

This activity book was created to help students with their basic addition facts.

It is a fun and engaging way for students to practice their fundamental math facts. Purposeful, intentional practice done over time helps students to learn their facts.

⚡

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