THE JUMBO BOOK OF VISUAL ADDITION STRATEGY FLASHCARDS

WITHIN 10 SAMPLER

FLASHCARD GAMES INCLUDE

- ADDITION BATTLE
- DICE NUMBER LINE IT!
- MAKE 10
- TEN FRAME IT!
- WHAT'S MISSING
- CLIP IT!
- FLIP IT!
- DICE IT!

MATH FACT FLUENCY PLAYGROUND, LLC.

THE JUMBO BOOK OF VISUAL ADDITION STRATEGY FLASHCARDS (WITHIN 10)

MATH FACT FLUENCY PLAYGROUND LLC
BRIDGEPORT, CT

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Flashcards created by
Dr. Nicki Newton

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EXERCISING YOUR BRAIN!

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

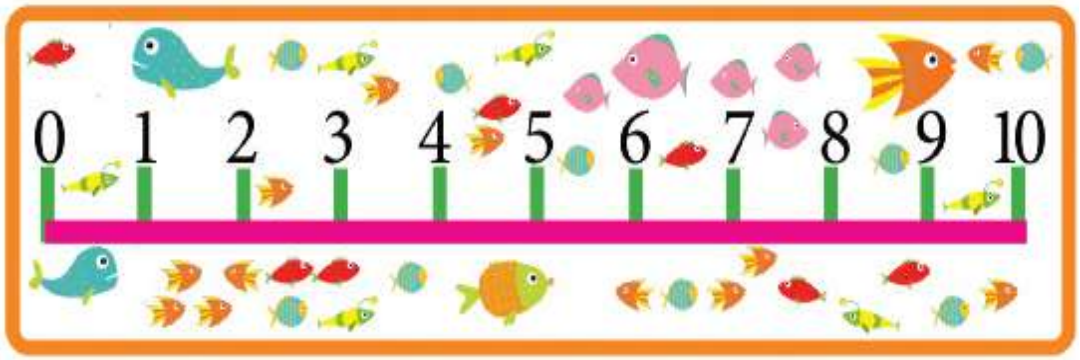
1. GETTING THE CORRECT ANSWER AND KNOWING HOW TO EXPLAIN IT.
2. BEING ABLE TO THINK FLEXIBLY (KNOWING LOTS OF WAYS TO PLAY AROUND WITH THE NUMBERS).
3. BEING EFFICIENT (WHICH MEANS YOU CAN FIND A WAY TO DO IT THAT IS QUICK AND EASY)!

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!



FOR MORE MATH FACT FUN PRACTICE, VISIT US AT MATHFACTFLUENCYPLAYGROUND.COM. YOUR PARENTS AND TEACHERS CAN JOIN OUR FREE MEMBERSHIP AND GET PLENTY OF ACTIVITIES TO HELP YOU LEARN MORE.

FOR QUESTIONS AND CUSTOMER SERVICE, EMAIL US AT DRNICKI@MATHFACTFLUENCYPLAYGROUND.COM

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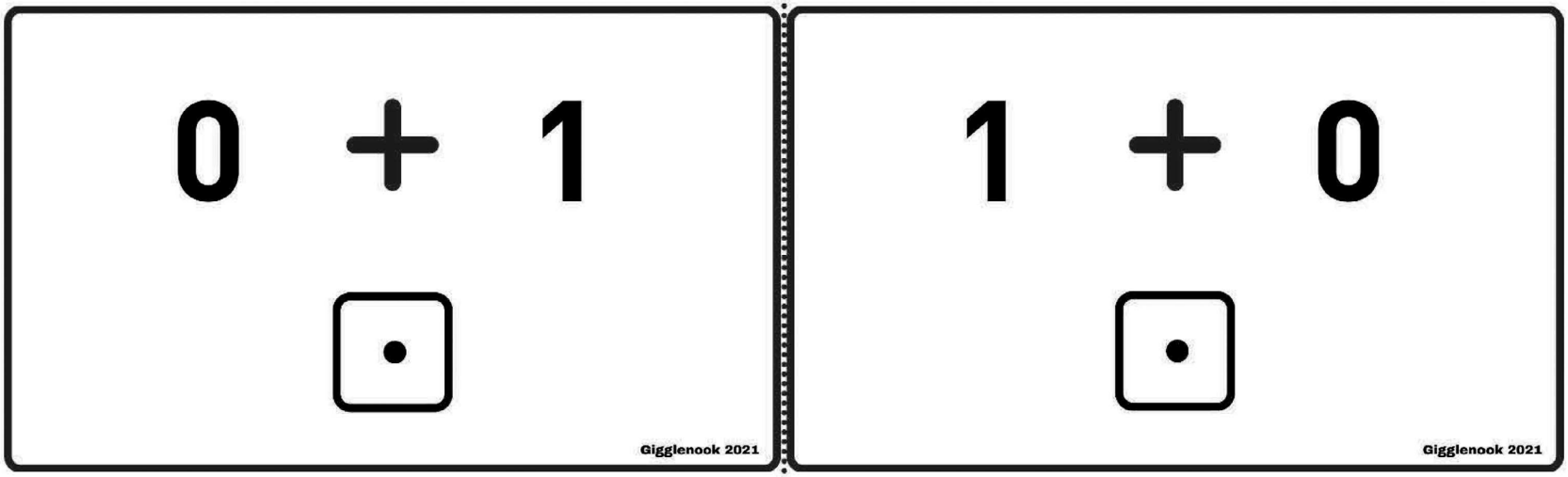
Adding within 5 Dice

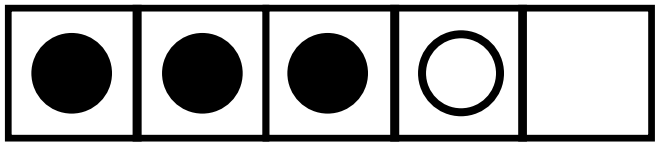
With these cards students will work on adding within 5. It is important to relate the "turn around facts" to each other. The cards are made to be used front to back. Students need to see the turn around facts. They should learn to think about properties from the beginning.



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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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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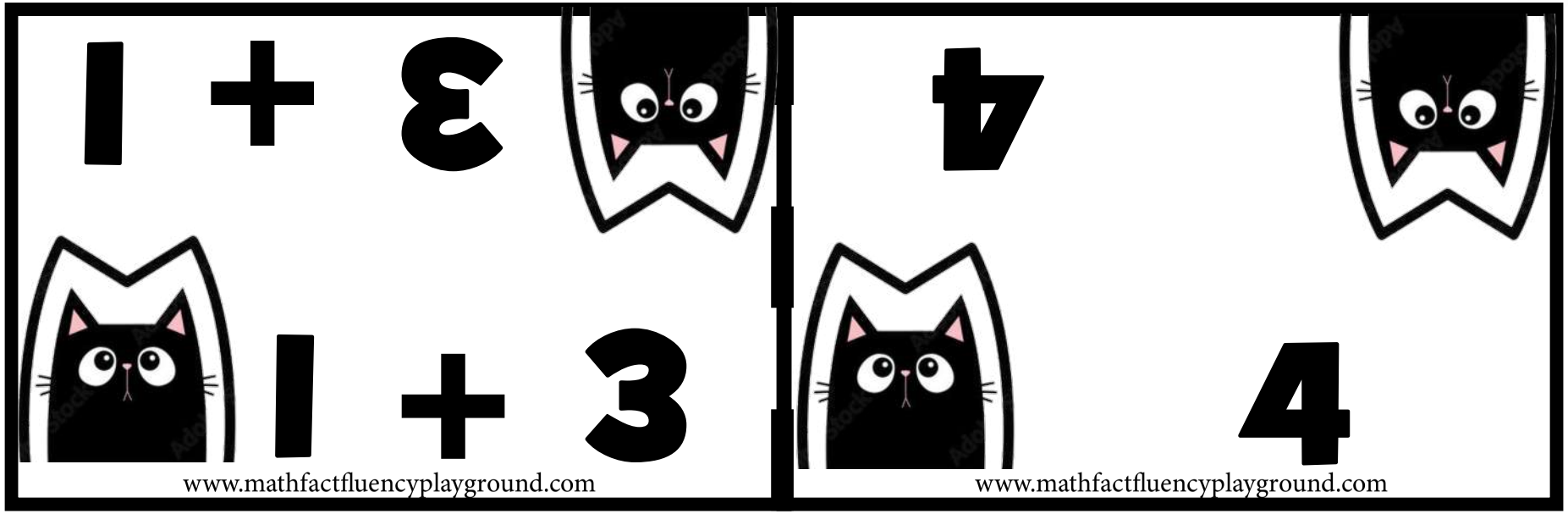
Sign Language Add within 10

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

5 + 5	10

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!



Addition Missing Number

These cards focus on the meaning of the equal sign. We want students to be able to think about the equal sign as "is the same as." You want students to read the equation and think about the numbers. They can also use 2 ten frames to see the problem visually.

$8 = 3 + ?$	5
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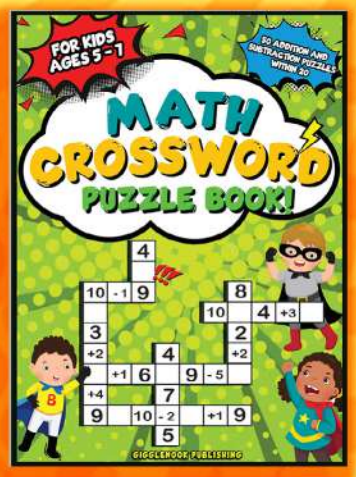
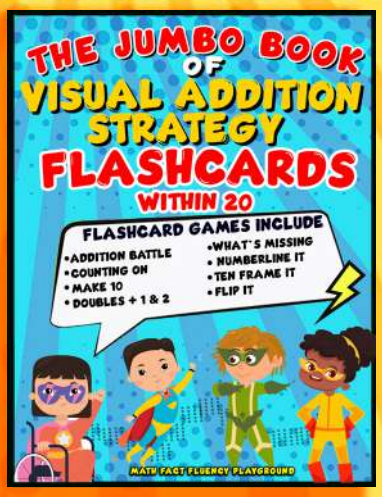
BE SURE TO CHECK OUT OTHER FLUENCY ACTIVITIES AT WWW.MATHFACTFLUENCYPLAYGROUND.COM

THIS ACTIVITY BOOK WAS CREATED TO HELP STUDENTS WITH THEIR BASIC ADDITION AND SUBTRACTION FACTS. IT IS A FUN AND ENGAGING WAY FOR STUDENTS TO PRACTICE THEIR FUNDAMENTAL MATH FACTS. PURPOSEFUL, INTENTIONAL PRACTICE READ OVER TIME HELPS STUDENTS TO LEARN THEIR FACTS.

CHECK OUT MORE **MATHTASTIC** ACTIVITIES AT WWW.MATHFACTFLUENCYPLAYGROUND.COM





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