

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

TABLE OF CONTENTS

BOOK BELONGS TO	p.2
HOW TO PLAY	p.3
TRACK YOUR STRATEGY	p.4
ADDING WITHIN 5 (DICE)	
ADDING WITHIN 5 (FRAMES)	p.ll
ADDING WITHIN 5 (FINGERS)	— р.I9
ADDING WITHIN 5 (TRADITIONAL WITH PICTURES)_	p.26
ADDING WITHIN 5 (NUMBER PATH)	р.33
ADDING WITHIN 5 (PART-PART WHOLE)	p.40
ADDING WITHIN 5 (TRADITIONAL)	p.47
ADDING WITHIN 5 (VERTICAL)	
ADDING WITHIN 5 (NUMBER BOND)	p.6l
ADDING WITHIN 5 (MISSING NUMBER)	
COUNTING ON (DICE)	p.75
ADDING WITHIN IO (TEN FRAMES)	p.89
MISSING NUMBERS TO IO (NUMBER LINE)	p.II4
SIGN LANGUAGE ADD WITHIN IO	p.l35
ADDING WITHIN IO (TRADITIONAL)	p.l53
ADDING WITHIN IO (VERTICAL)	p.178
MAKE IO MISSING NUMBER (TEN FRAMES)	p.203
TURN AROUND FACTS (COMMUTATIVE PROPERTY)	
LOWER DOUBLES ADDITION DICE	 p.2l9
ADDING 3 NUMBERS TO IO	
ADDITION MISSING NUMBER	
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EXERCISING YOUR BRAIN!

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

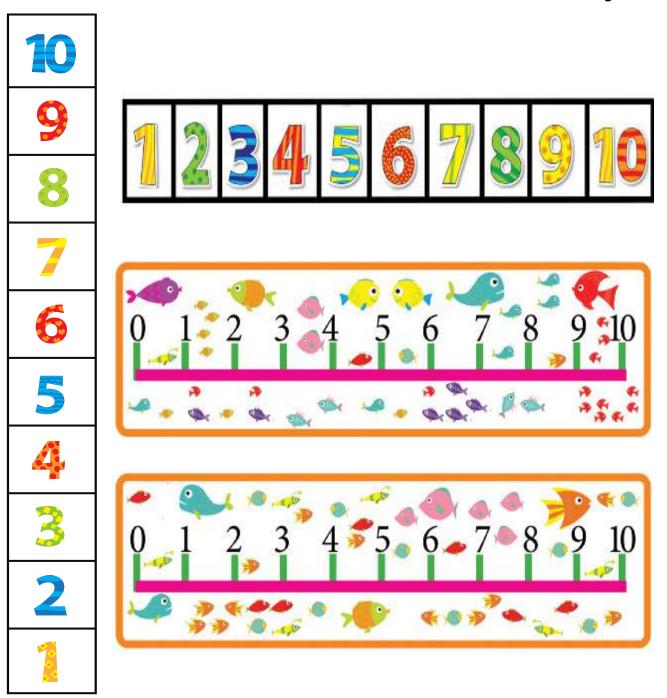
- 1. GETTING THE CORRECT ANSWER AND KNOWING HOW TO EXPLAIN IT.
- 2. BEING ABLE TO THINK FLEXIBLY (KNOWING LOTS OF WAYS TO PLAY AROUND WITH THE NUMBERS).
- 3, BEING EFFICIENT (WHICH MEANS YOU CAN FIND A WAY TO DO IT THAT IS QUICK AND EASY)!

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!



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



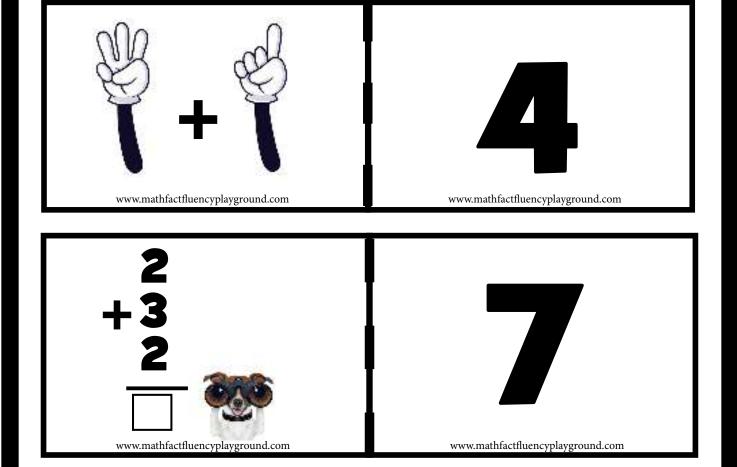
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SAMEY TO FUID **PROGRESSION ADDITION MAKE 20** FLUENCY IS 15 + 5 EFFICIENCY NUMBER (WITHIN 20) ACCURACY **BRIDGE DOUBLES** + 2 10 7 + 9 5 + 7 (NRC; Kilpatrick et al., 2001; NCTM 2000; NCTM, 2014). **DOUBLES DOUBLES ADD 10** YAY! I CAN 8 + 9 **ADD WITHIN** 9 + 9 6 + 10 **ADDING** WITHIN **MAKE LOWER** 10 TEN **DOUBLES** 6 + 3 6 + 4 3 + 3 COUNTING COUNTING **ADDING O ADDING** ON ON **ADDING 1** WITHIN 5 WITHIN 10 WITHIN 5 5 + 0 3 + 1 2 + 1 1 + 4 SET A GOAL. MAKE A PLAN. ACHIEVE YOUR Dr. Nicki Newton 2022 wwww.mathrunningrecords.com

VISUAL ADDITION STRATEGY FLASHCARDS

In this book there are many different kinds of visual addition strategy flashcards to help you work on your math fact fluency! Each section will include the instructions and the flashcards! Have fun!



HAPPY MATHING, DR. NICKI





THE JUMBO BOOK OF VISUAL ADDITION STRATEGY FLASHCARDS





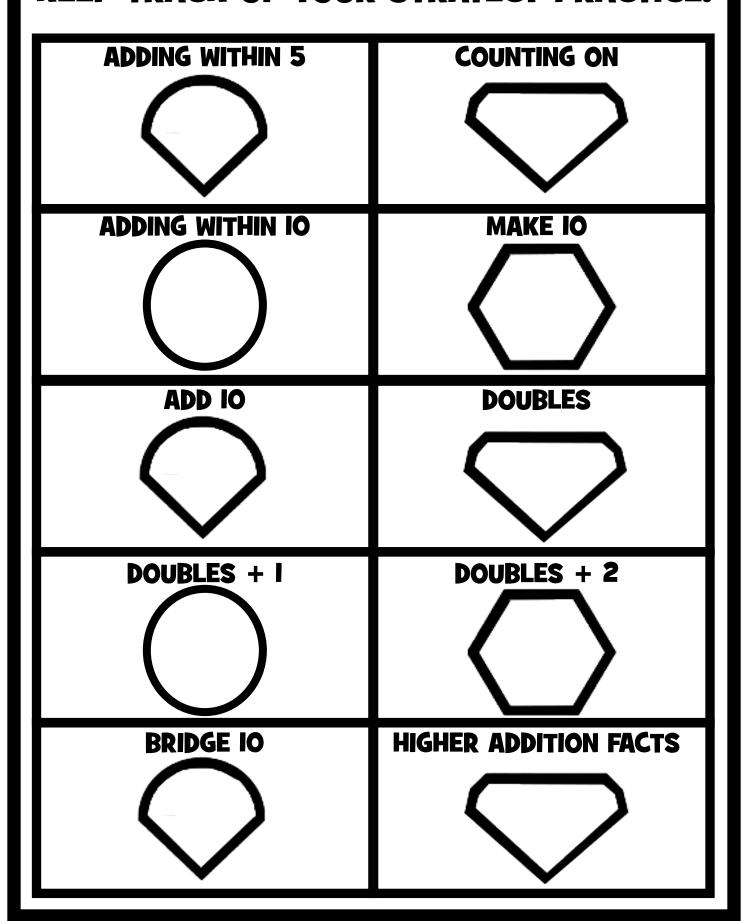
HOW TO PLAY:

FLASHCARDS ARE A GREAT WAY TO PRACTICE MATH FACTS, THESE SETS OF CARDS HELP TO SCAFFOLD STUDENT THINKING ABOUT THE DIFFERENT STRATEGIES, AS CHILDREN BECOME PROFICIENT WITH EACH SET OF CARDS, HAVE THEM COLOR THE SHIELD.





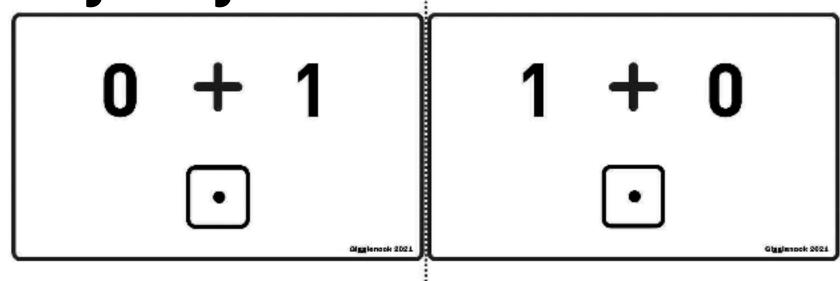
KEEP TRACK OF YOUR STRATEGY PRACTICE!

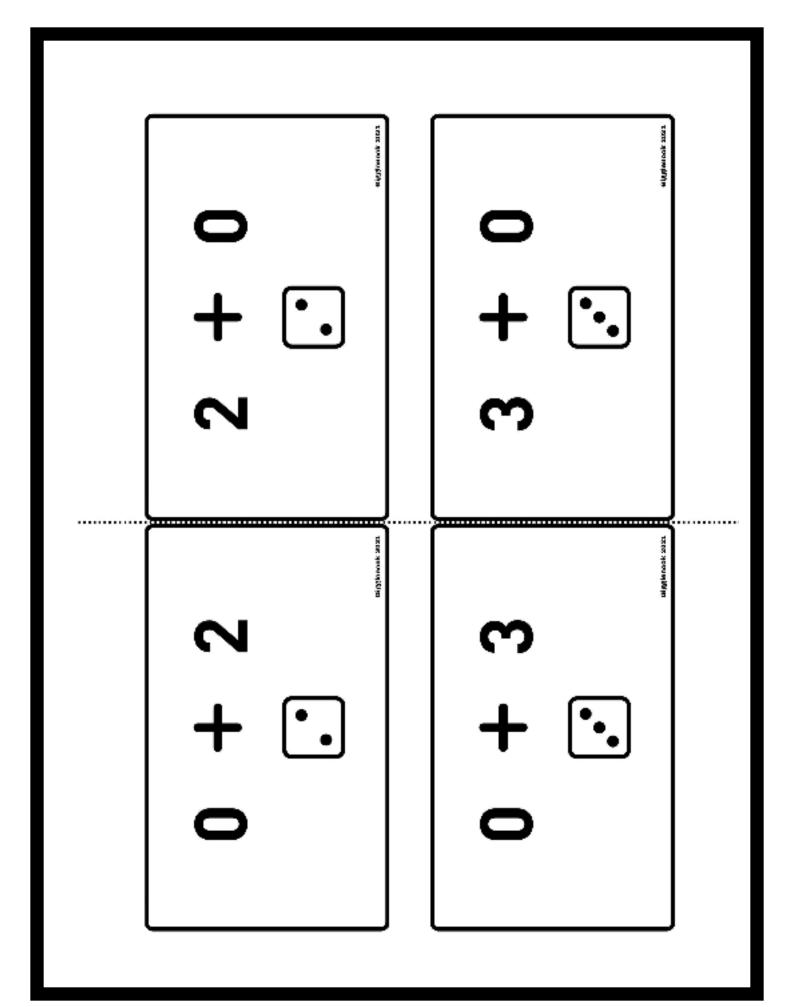


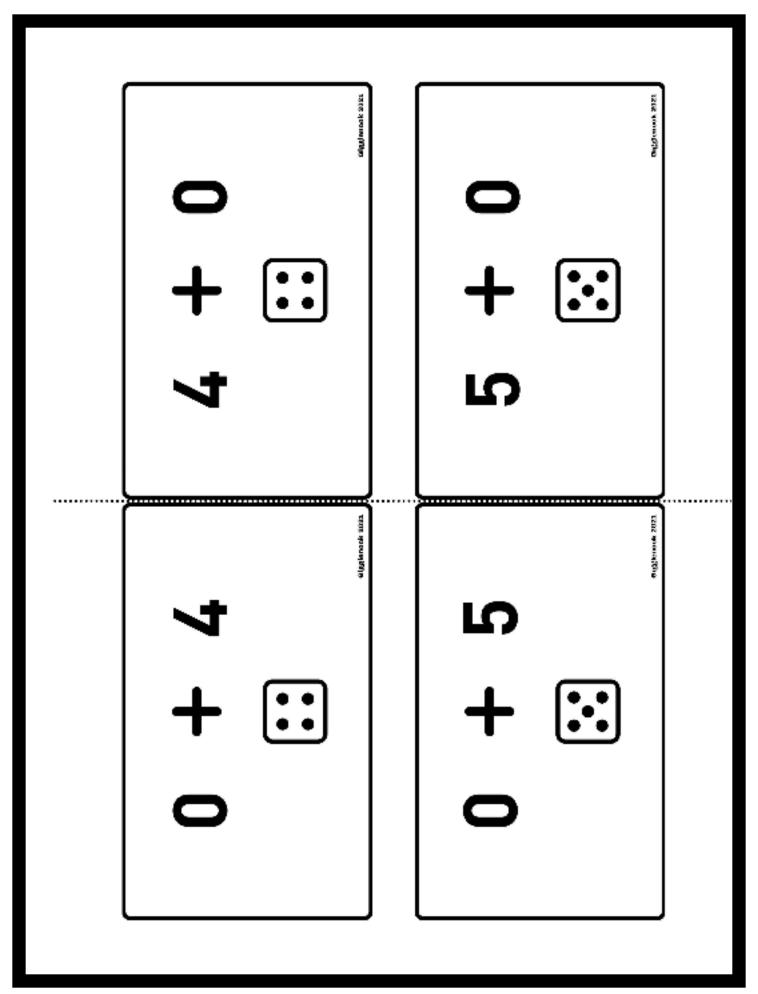
ADDING WITHIN 5 DICE

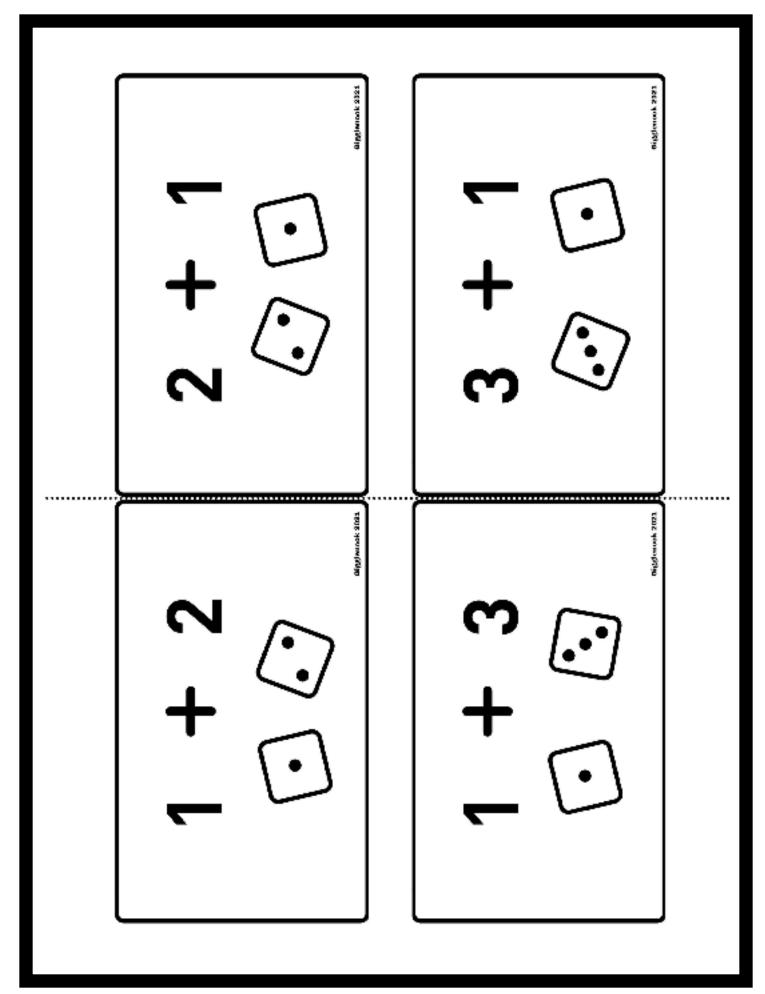
Adding within 5 Dice

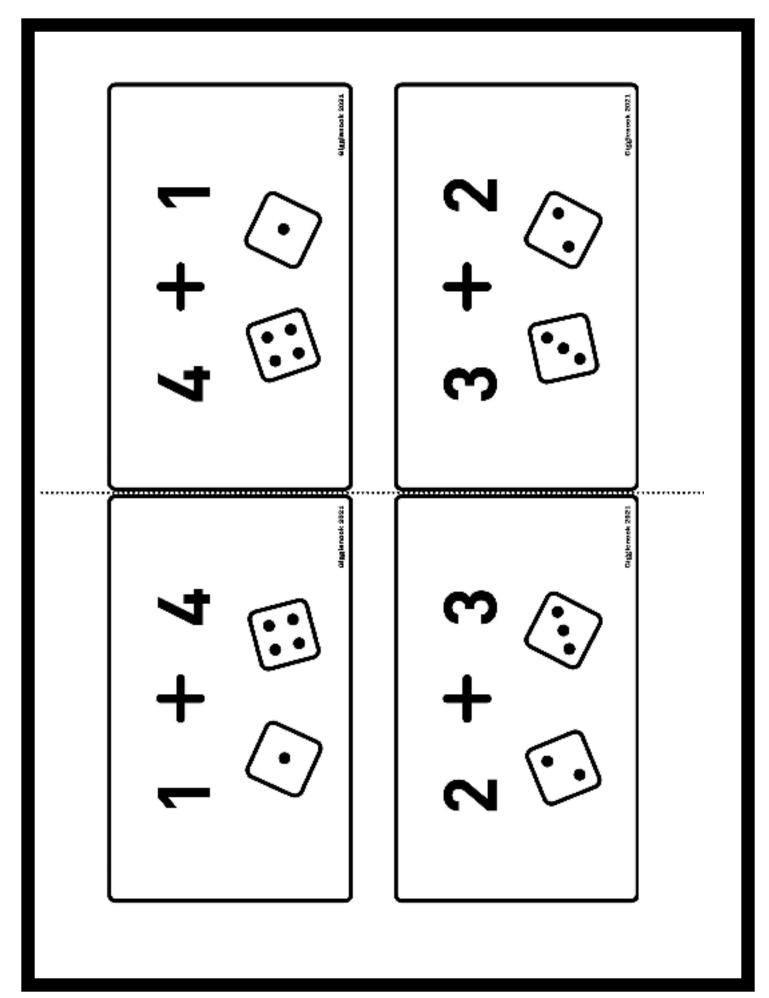
With these cards students will work on adding within 5. It is important to relate the "turn around facts" to each other. The cards are made to be used front to back. Students need to see the turn around facts. They should learn to think about properties from the beginning.

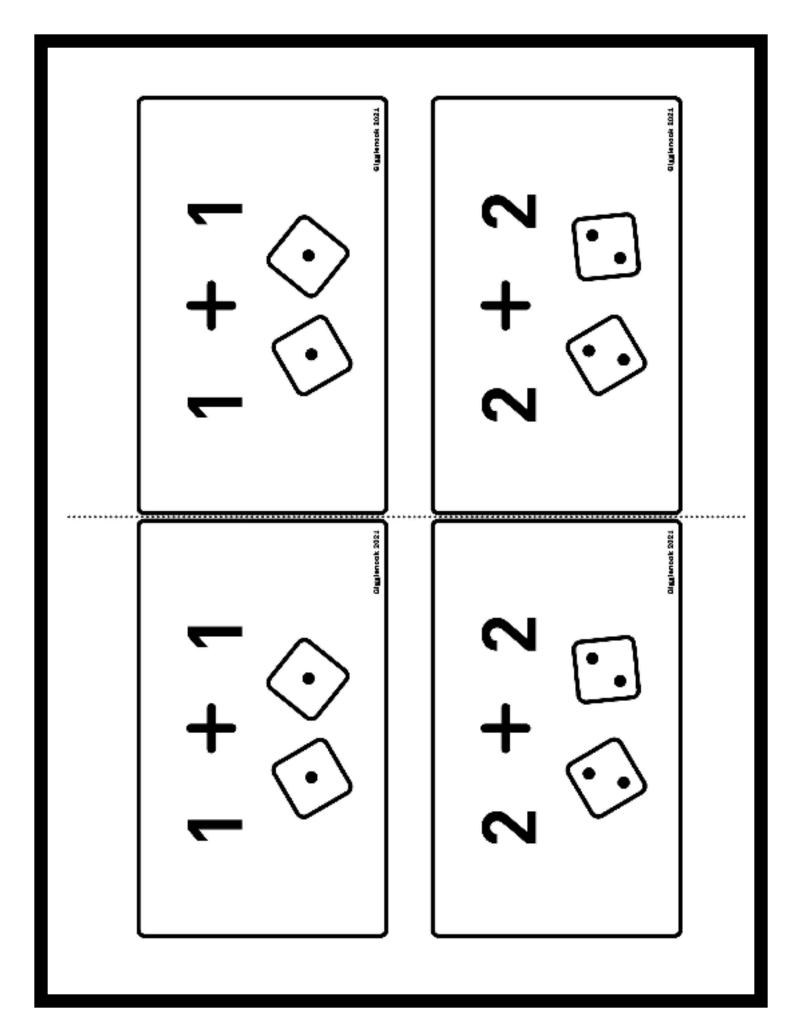




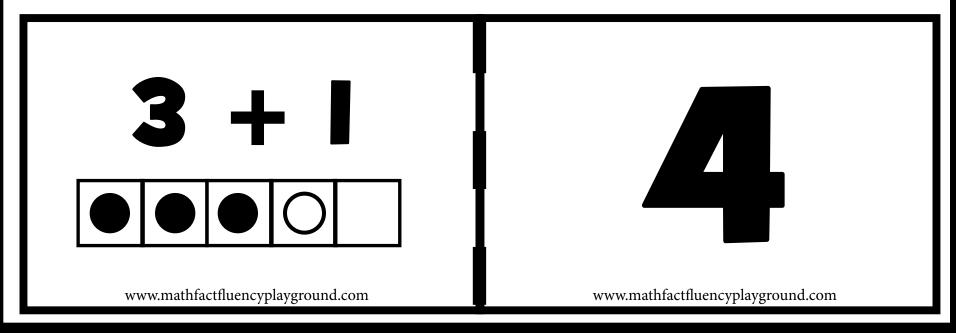








Adding within 5 (5 Frames)
The facts are modeled in a five frame so that students can visualize the facts. Students can play a match (cards face up and match) or concentration (cards face down) game. The goal is to find the expression and the correct sum. Students can also play sum war where they each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







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2 + I

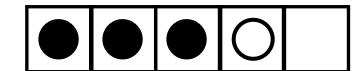


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fo

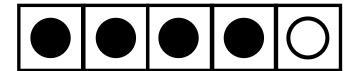
3 + 1



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4 + 1



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5

fo

2 + |



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2 + 2



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fo

2 + 3

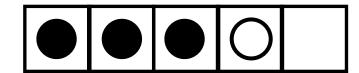


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5

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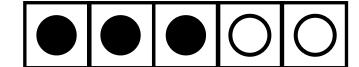
3 + I



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fo

3 + 2

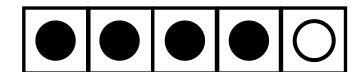


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5

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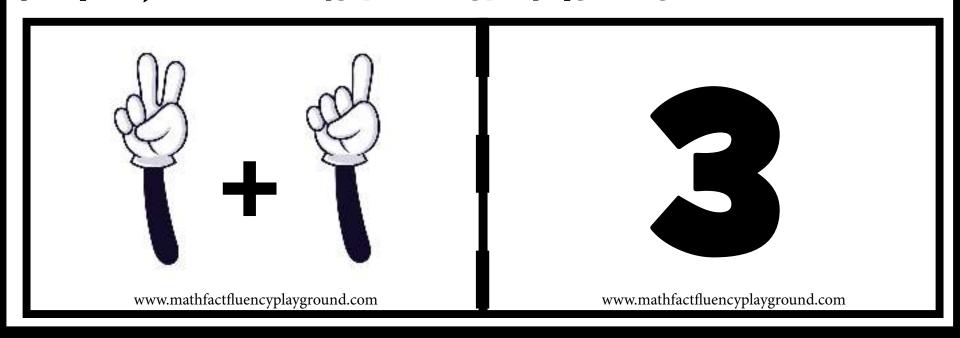
4 + I

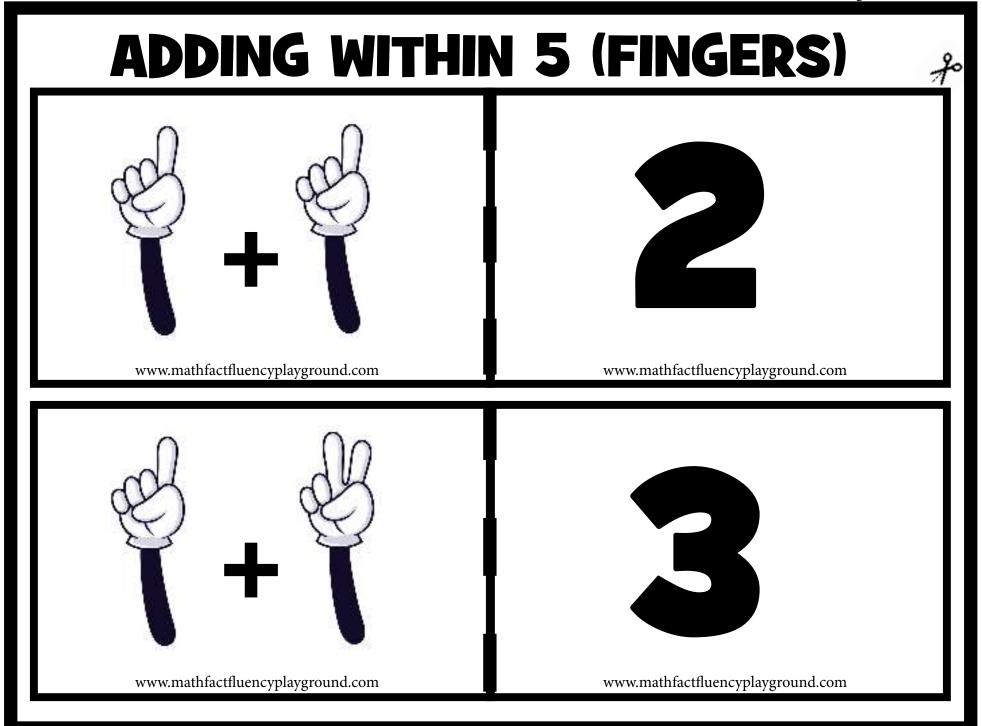


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ADDING WITHIN 5 (FINGERS)

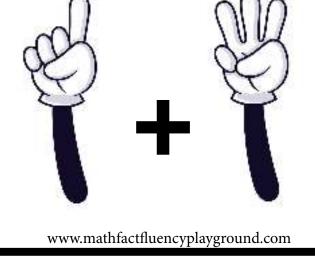
Adding within 5 (Fingers)
The facts are modeled with fingers so that students can visualize the facts. It is completely appropriate for kindergarteners to use their fingers when exploring basic math facts. Students can play a match (cards face up and match) or concentration (cards face down) game. The 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.



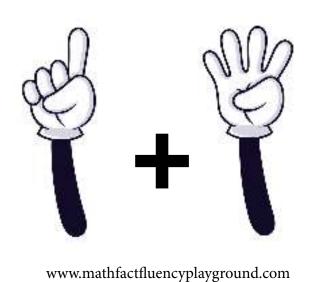




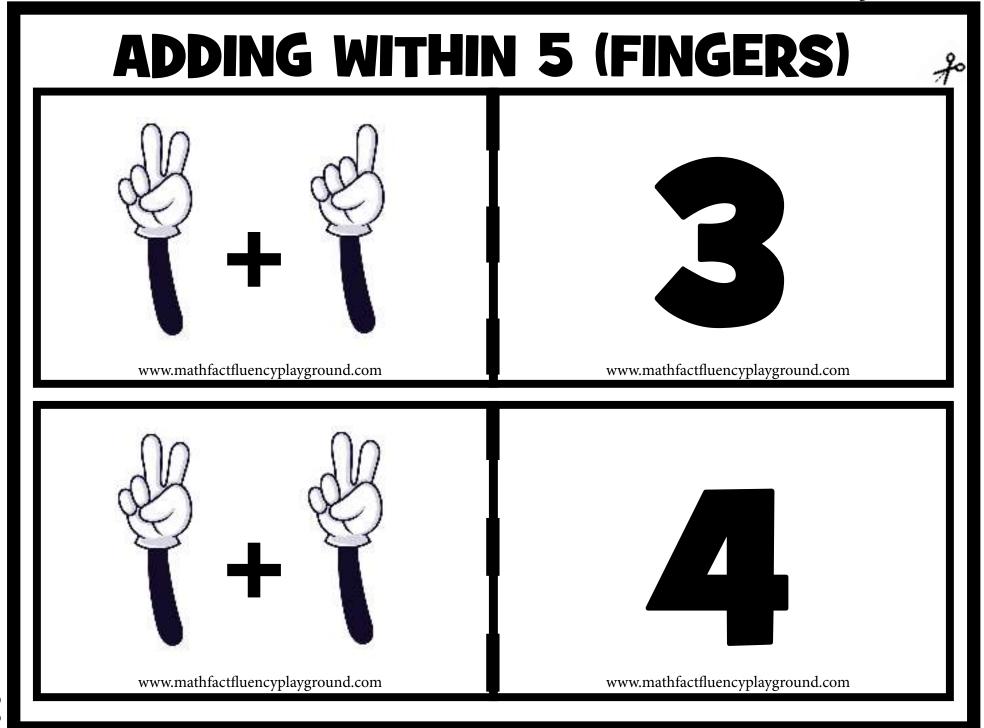


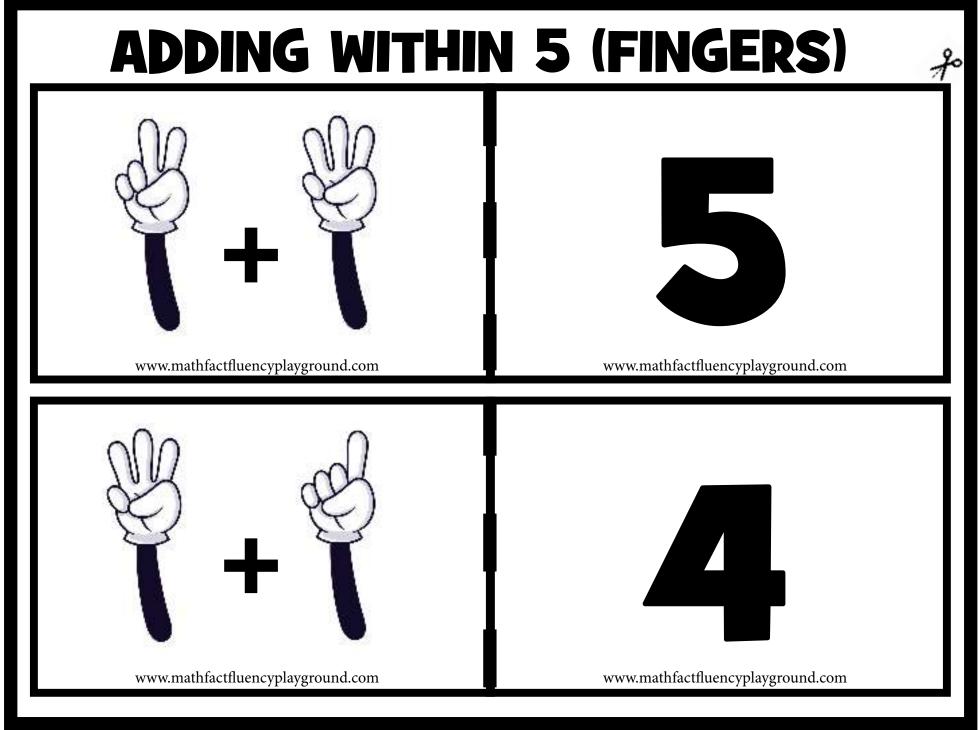


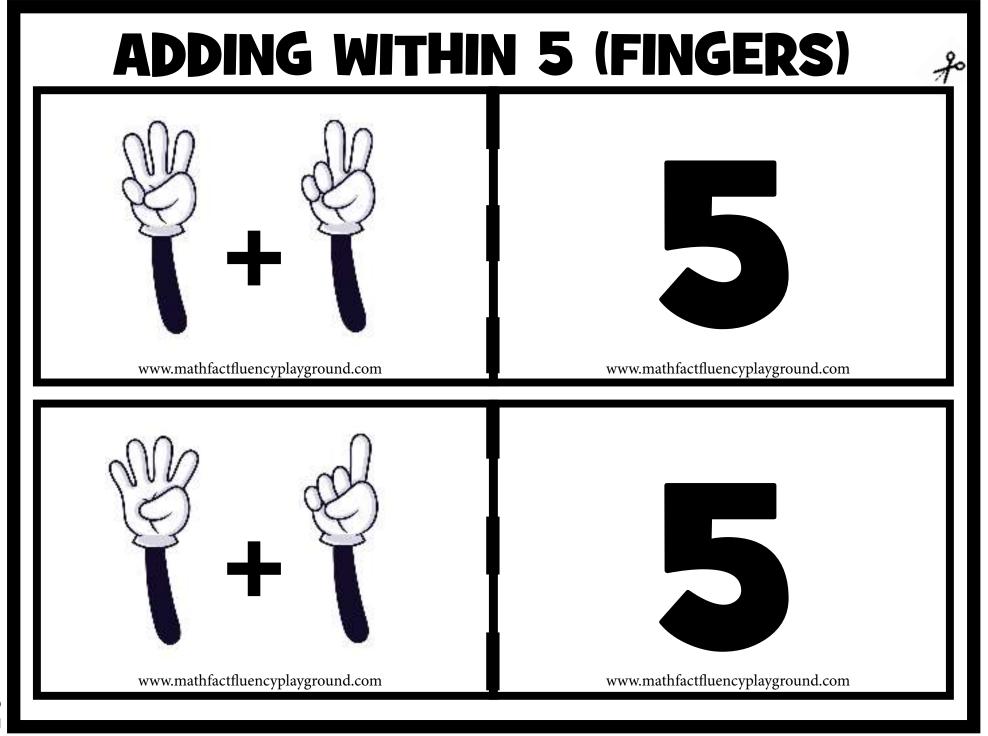
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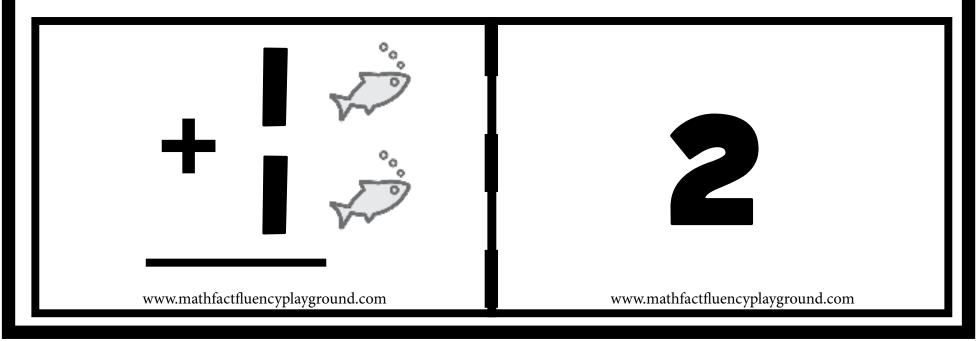






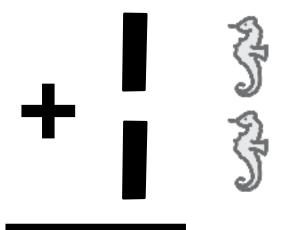
ADDING WITHIN 5 (TRADITIONAL)

Adding within 5 (Pictures)
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.





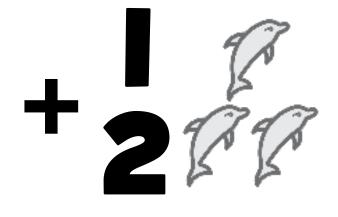




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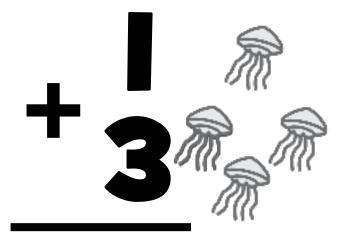


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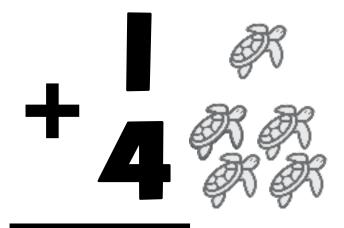
ADDING WITHIN 5 (PICTURES)

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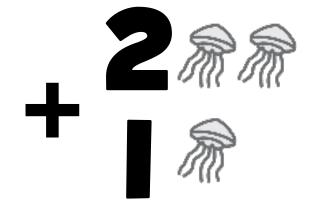


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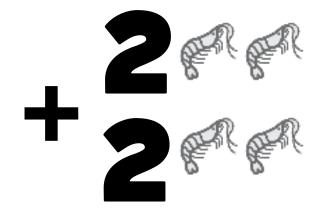




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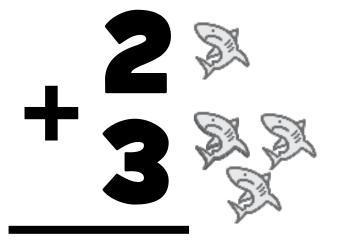
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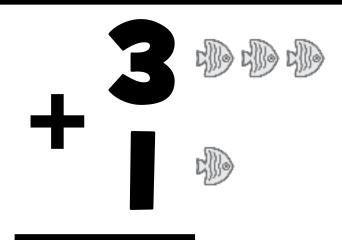




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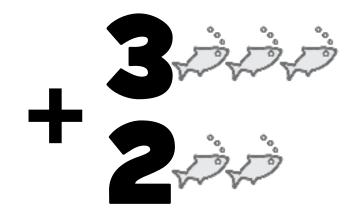


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ADDING WITHIN 5 (PICTURES)





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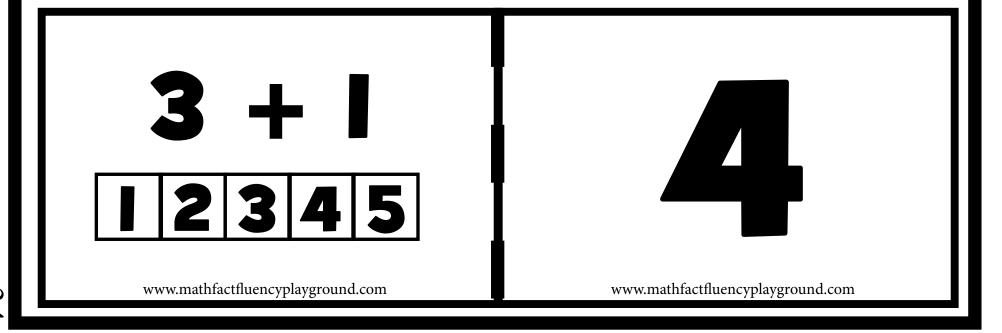
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5

Adding within 5 (Number Path)

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





I + I

1 2 3 4 5

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1 + 2

12345

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3

1 + 3

1 2 3 4 5

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1 + 4

1 2 3 4 5

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5

2 + |

| I | 2 | 3 | 4 | 5

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3

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2 + 2

1 2 3 4 5

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2 + 3

12345

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5

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3 + I

12345

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3 + 2

1 2 3 4 5

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4 + I

12345

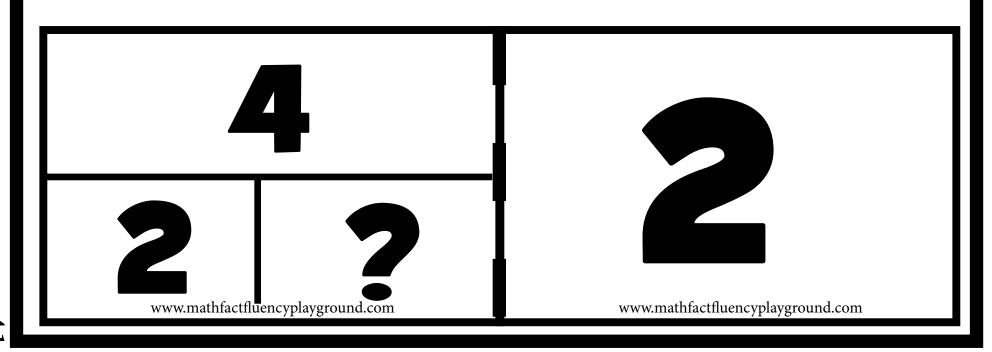
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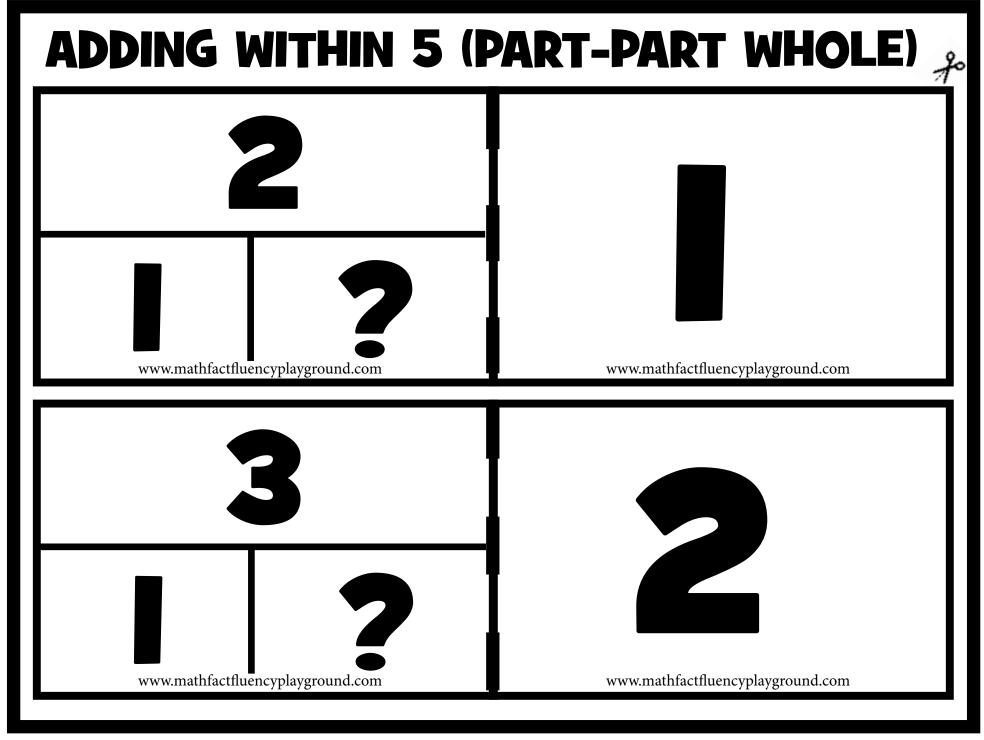
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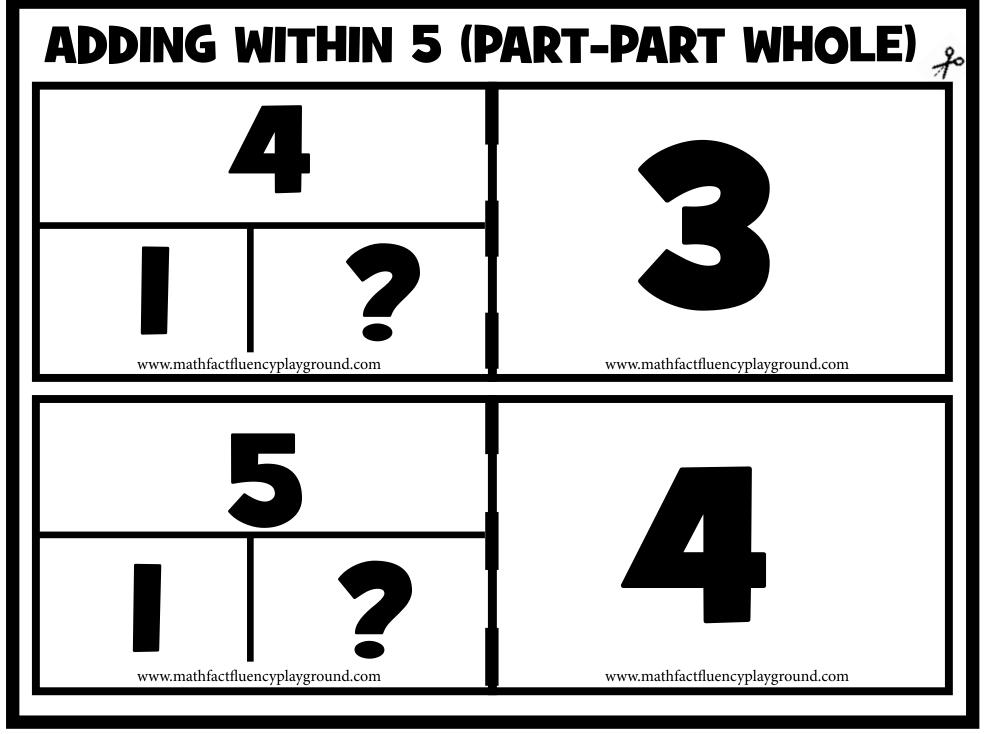
ADDING WITHIN 5 (PART-PART WHOLE)

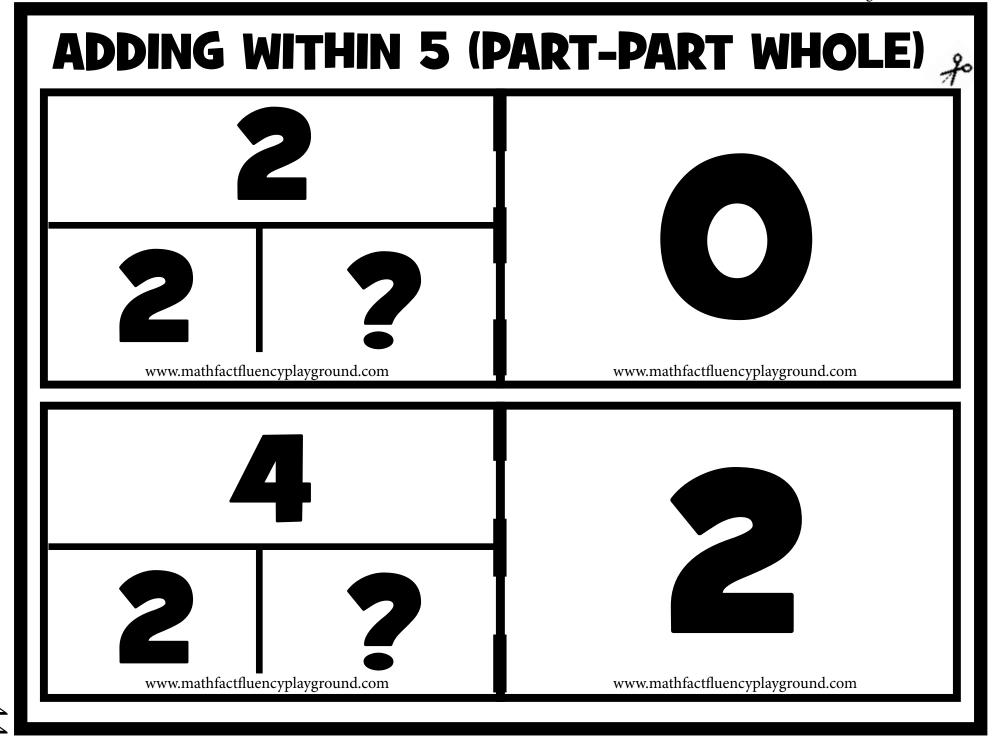
Adding within 5 (PART-PART WHOLE)

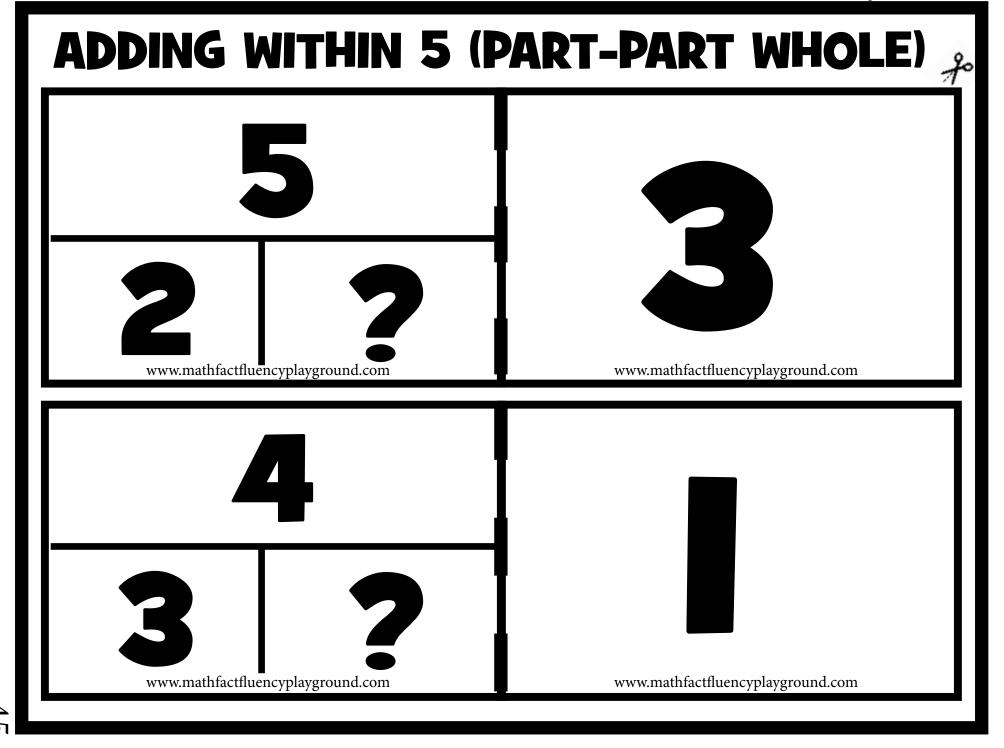
Part Part Whole mats help students to think about the number sentences in terms of parts and whole. With these cards, students are working on looking at the whole and parts that make up a number.

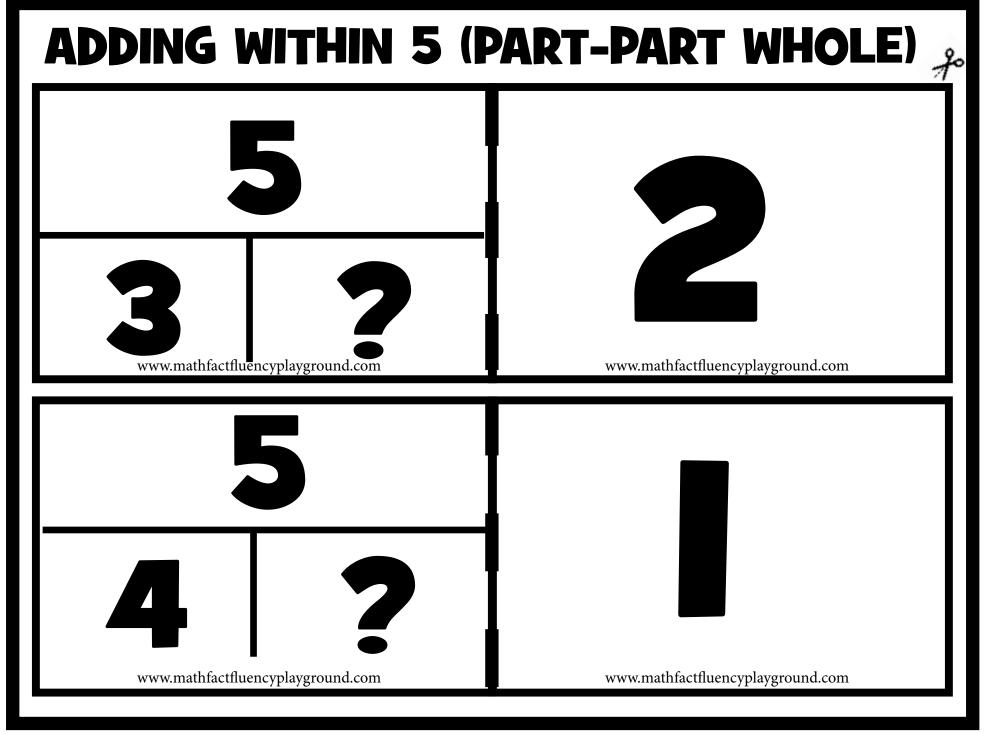








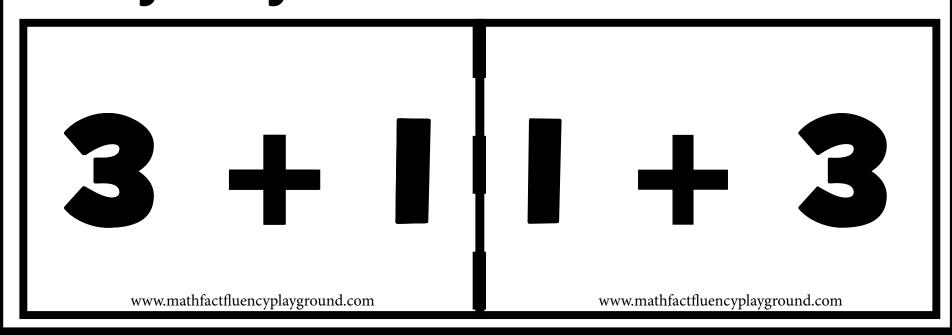


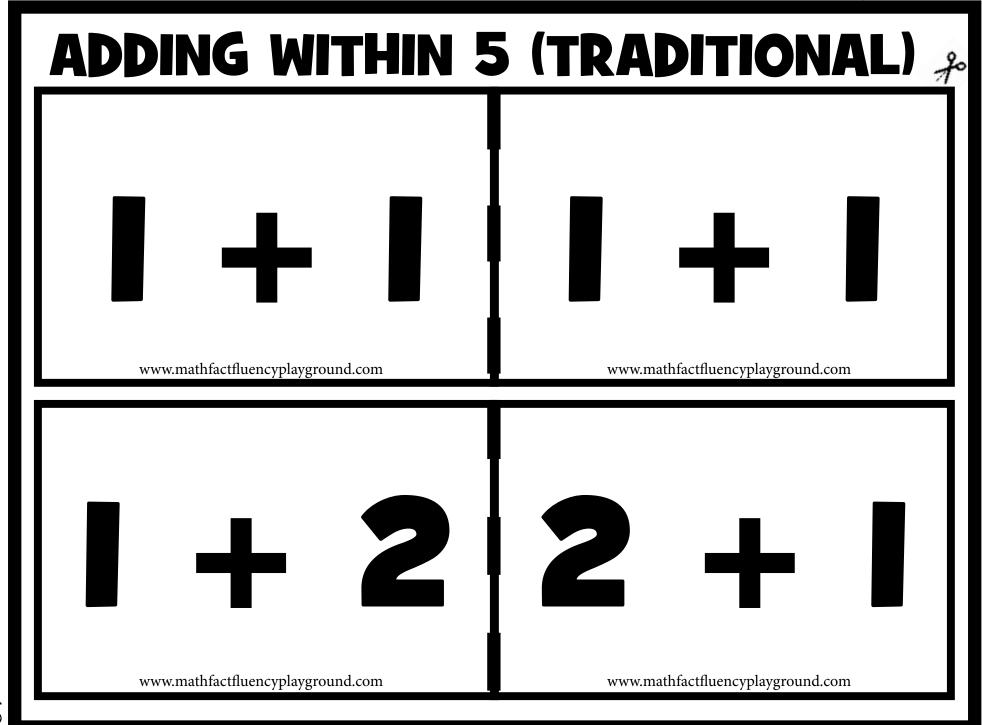


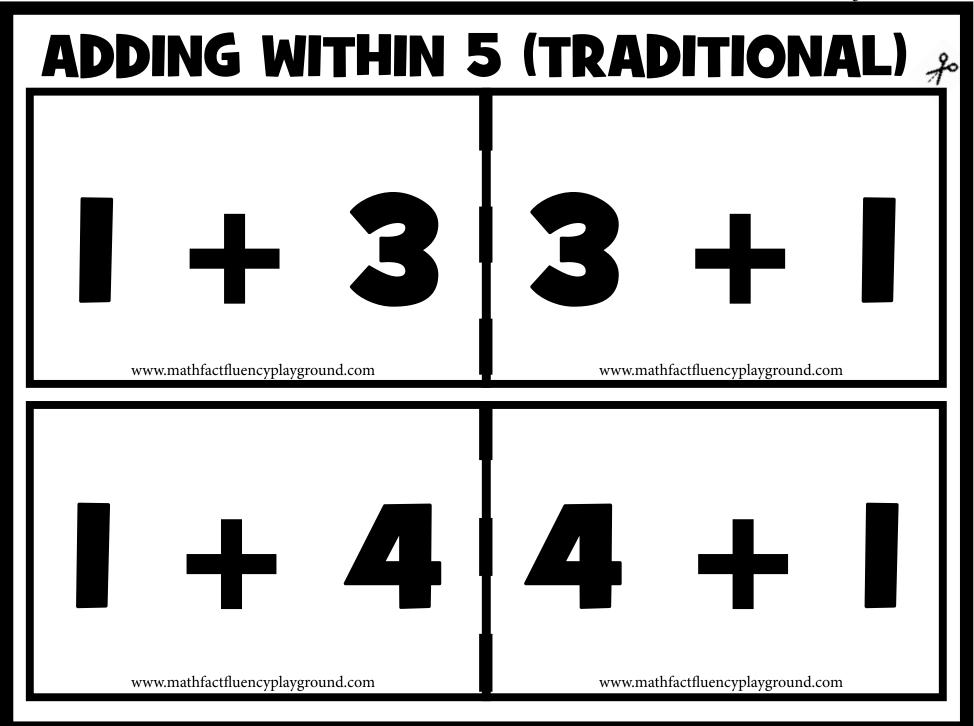
ADDING WITHIN 5 (TRADITIONAL)

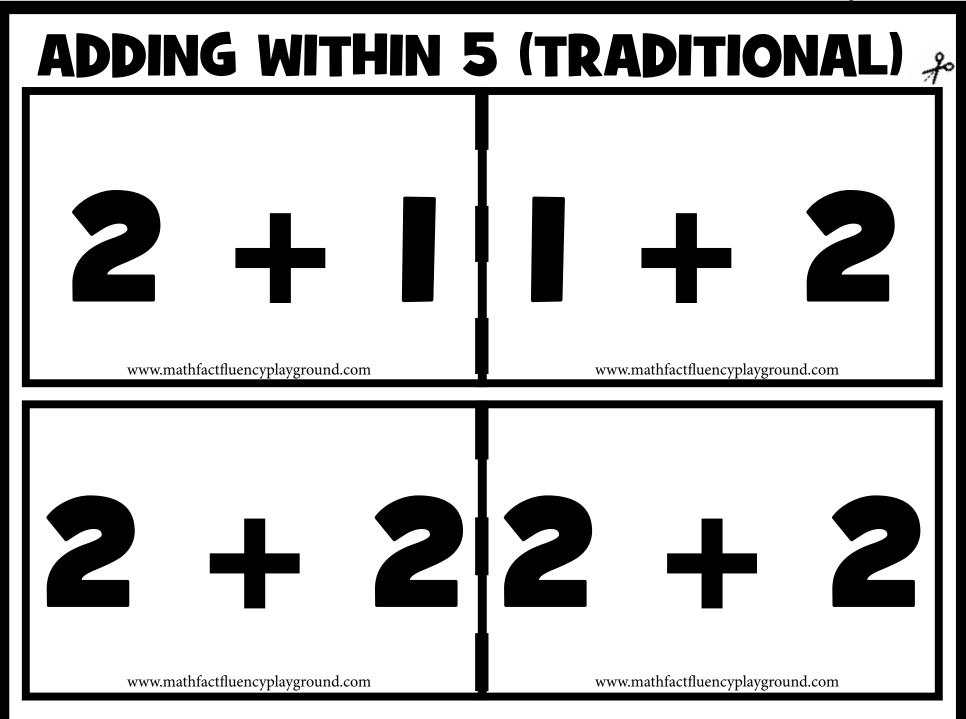
Adding within 5 (Traditional)

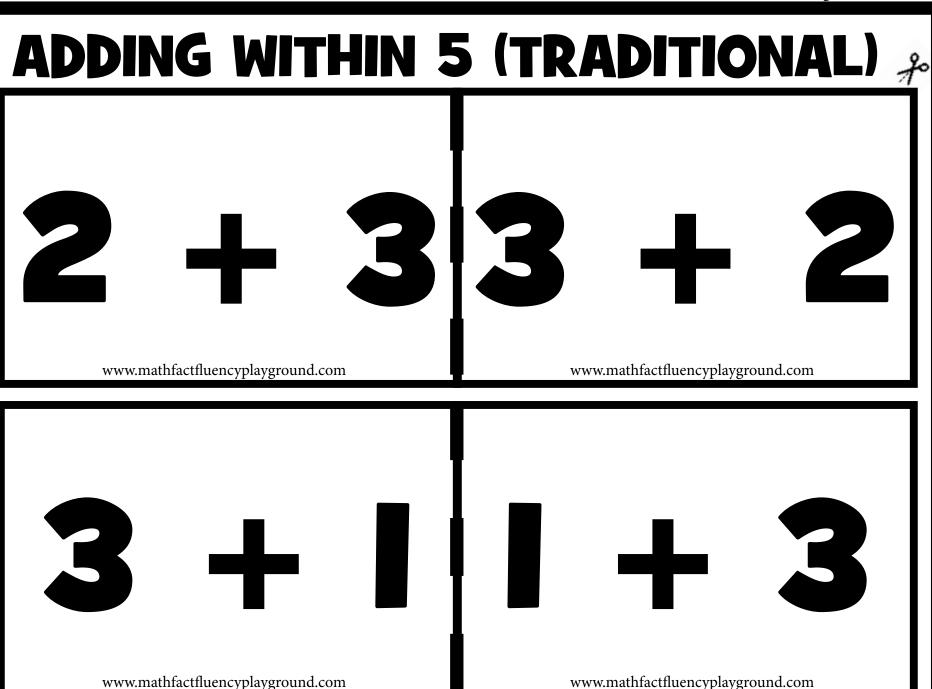
With these cards students will work on adding within 5. It is important to relate the "turn around facts" to each other. The cards are made to be used front to back. Students need to see the turn around facts. They should learn to think about properties from the beginning.













fo

3+22+3

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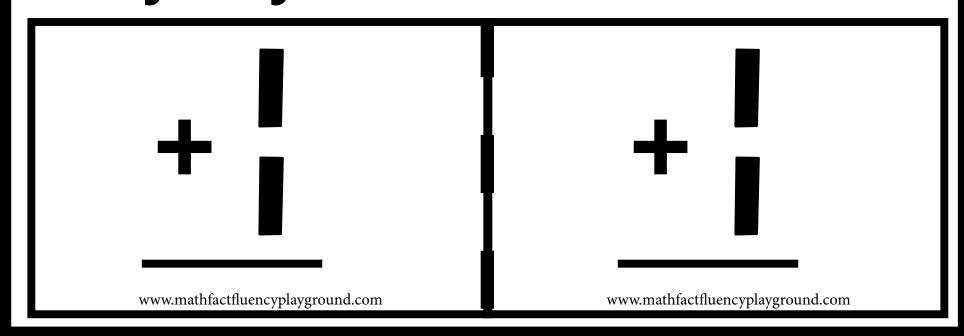
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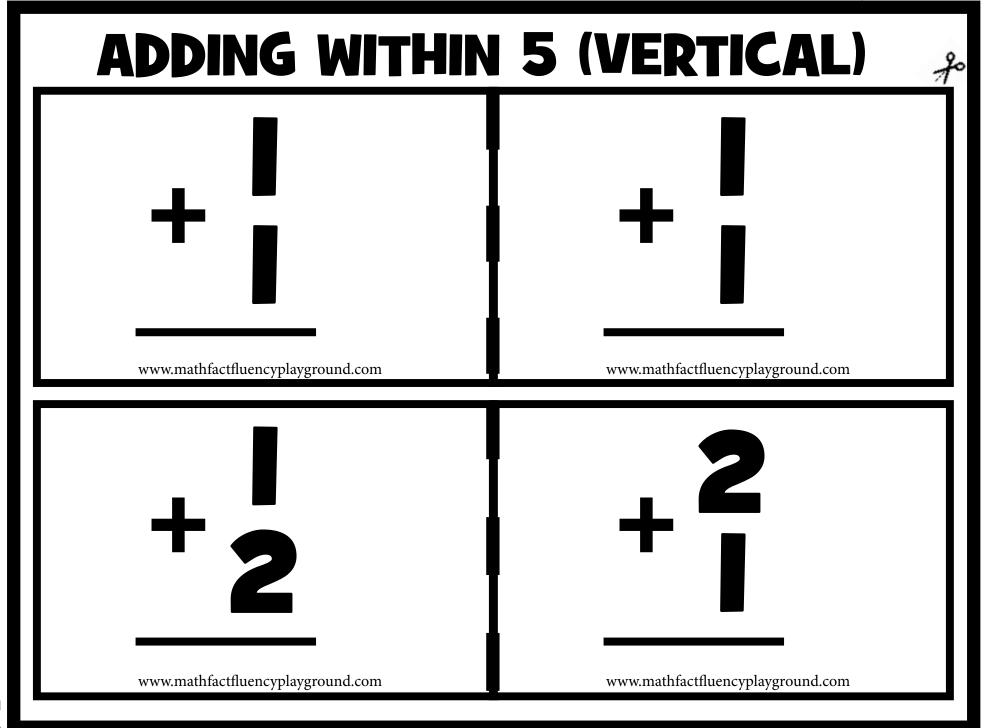
4 + 1 + 4

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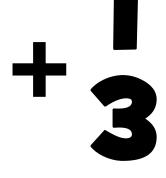
Adding within 5 (Vertical)

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.

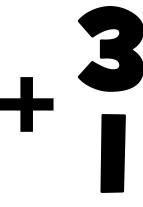




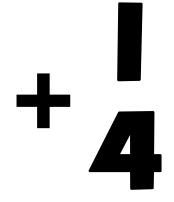




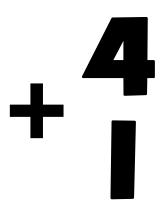
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fo

+ **2**

+ 2

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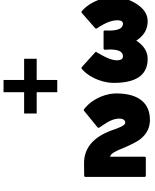
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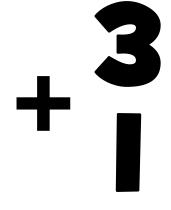
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+3

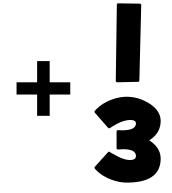
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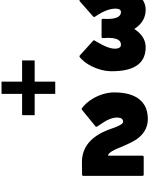
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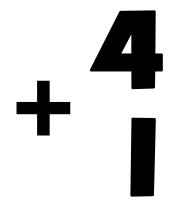




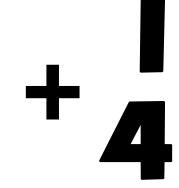


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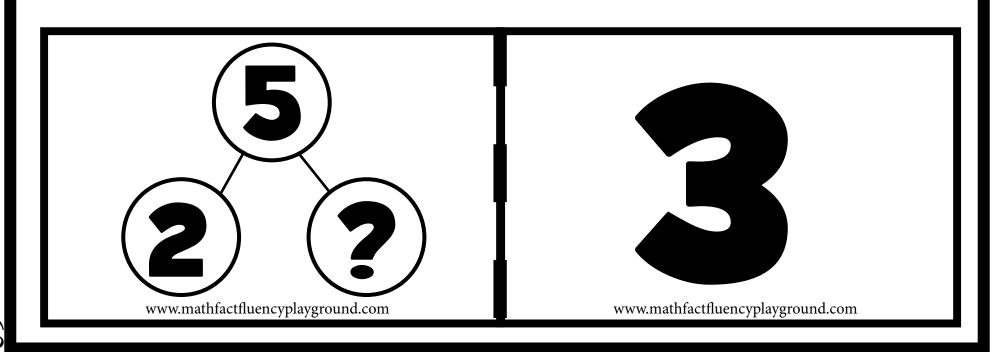
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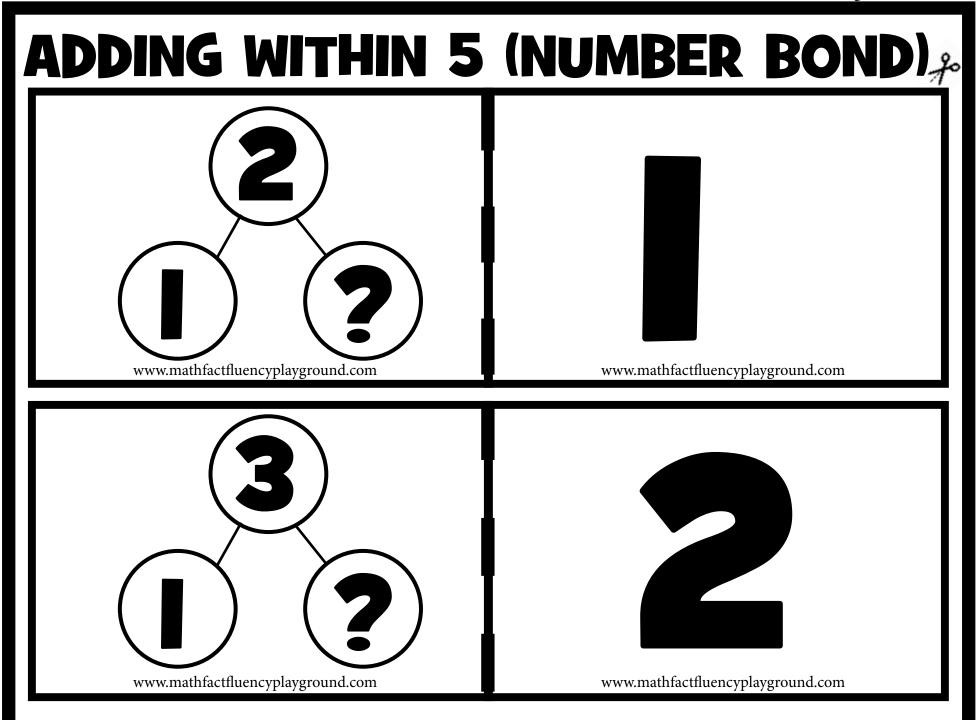


ADDING WITHIN 5 NUMBER BOND

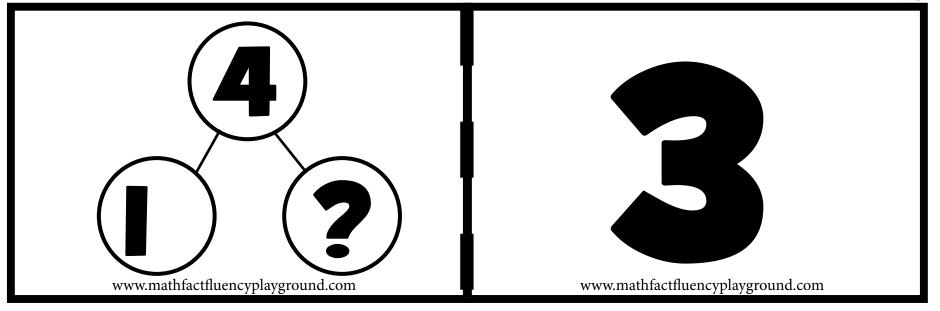
Adding within 5 Number Bond

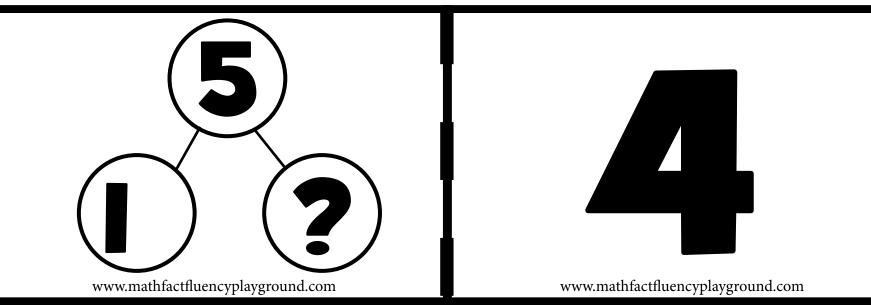
With these cards students will work on adding within 5. These facts are modeled in number bonds. Like part part whole mats, number bonds help students to see the whole and the parts. They can either subtract or count up to find the sum.

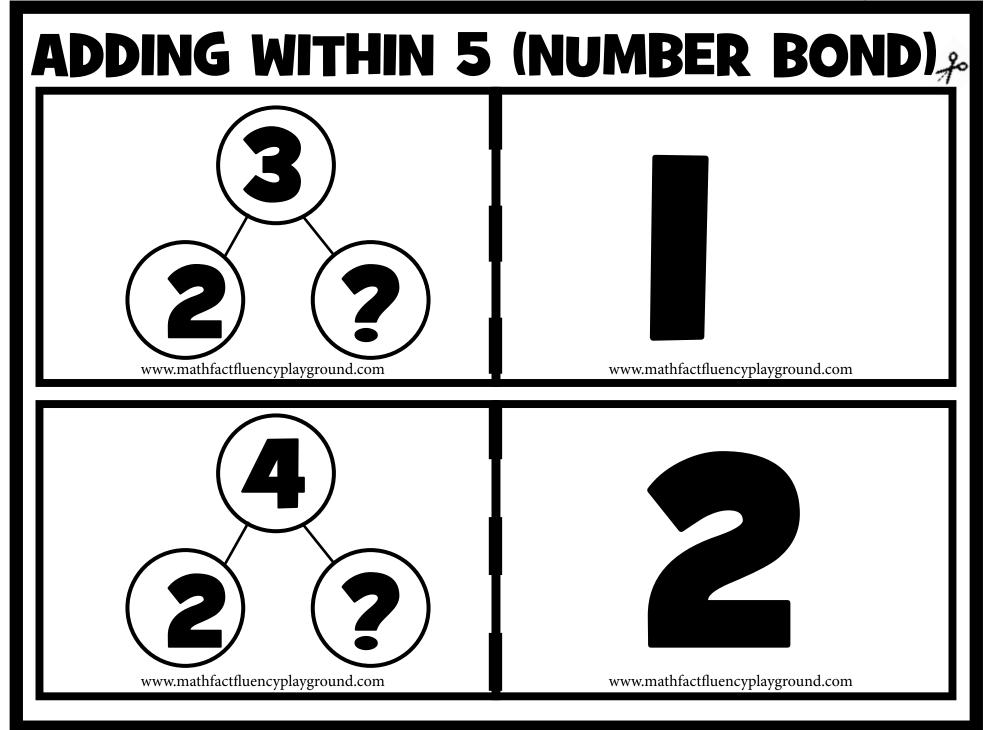




ADDING WITHIN 5 (NUMBER BOND)

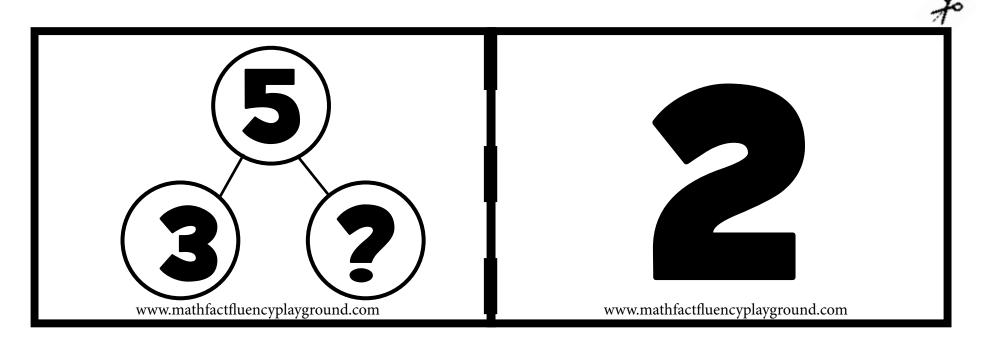


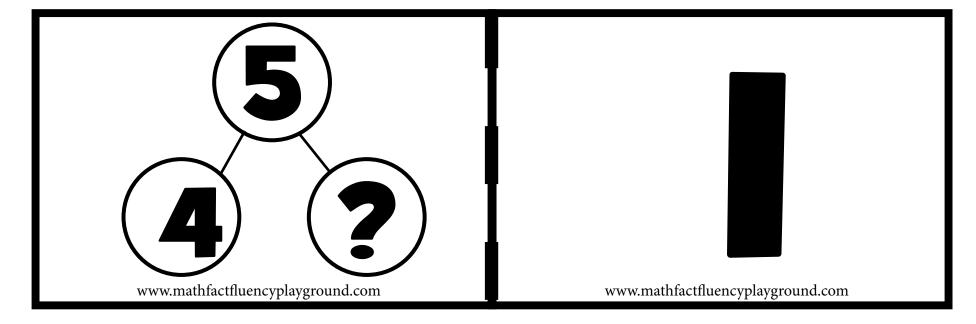




ADDING WITHIN 5 (NUMBER BOND) www.mathfactfluencyplayground.com www.mathfactfluencyplayground.com www.mathfactfluencyplayground.com www.mathfactfluencyplayground.com

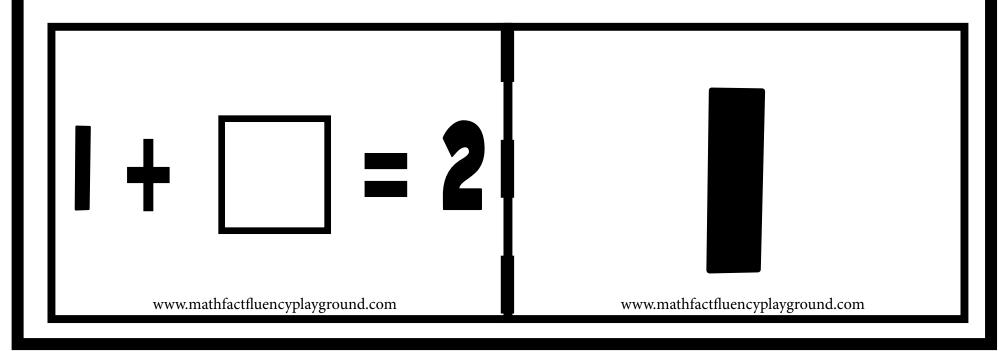
ADDING WITHIN 5 (NUMBER BOND)

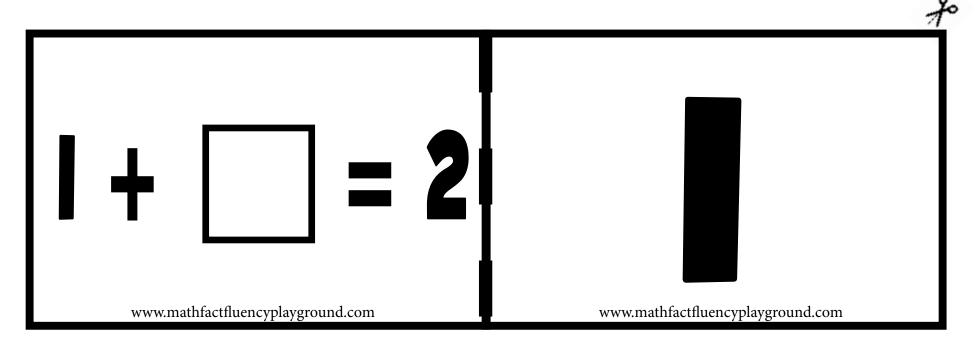


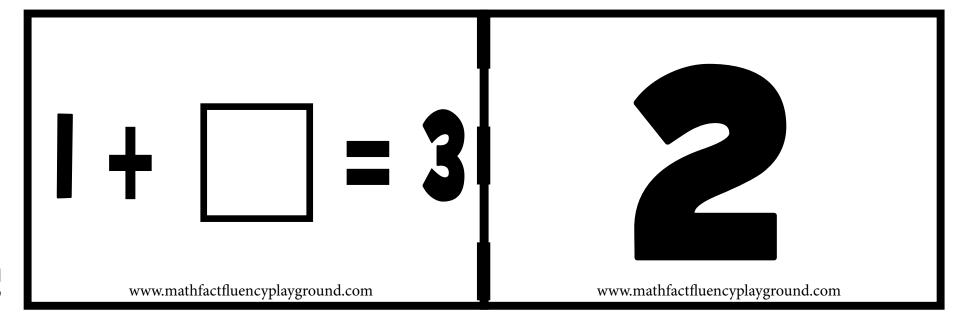


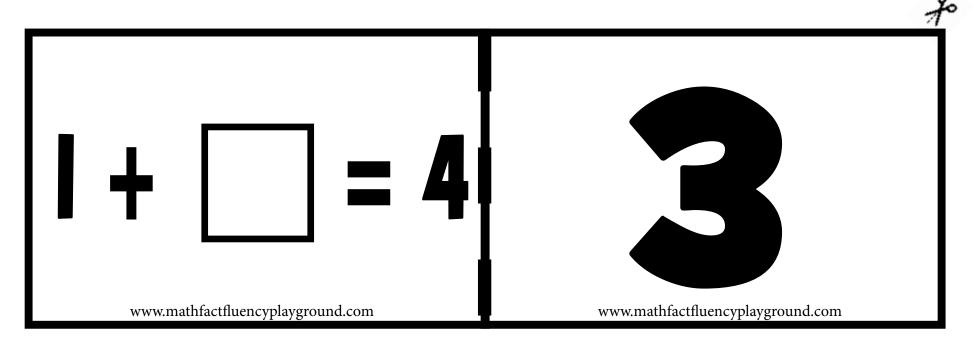
Adding within 5: Missing Number

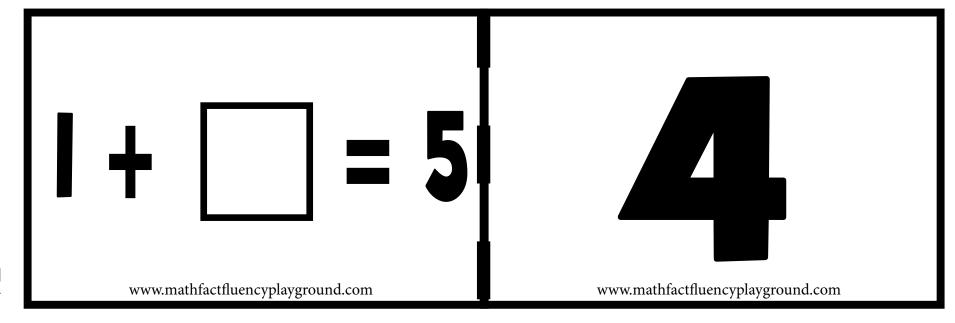
With these cards students will work on adding within 5. Missing addend cards should be discussed with the students. They should explain how they thought about the problem.

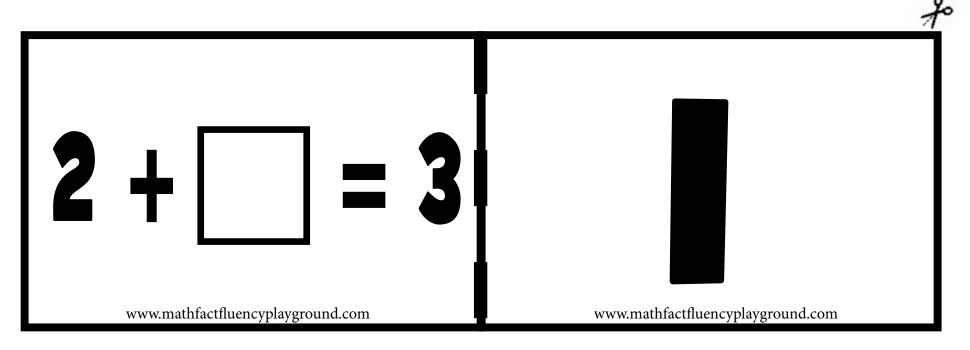


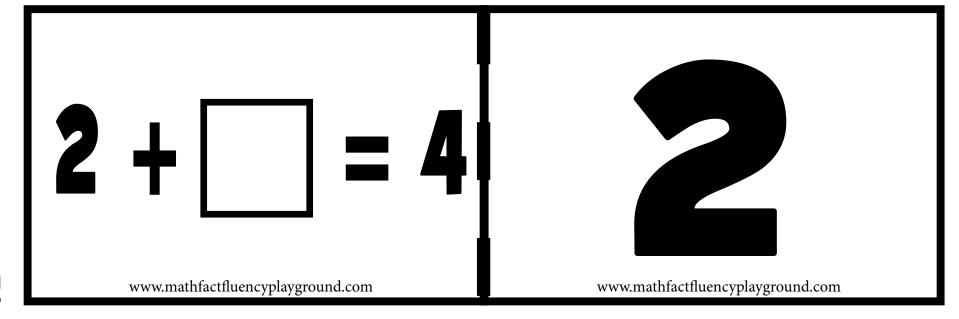


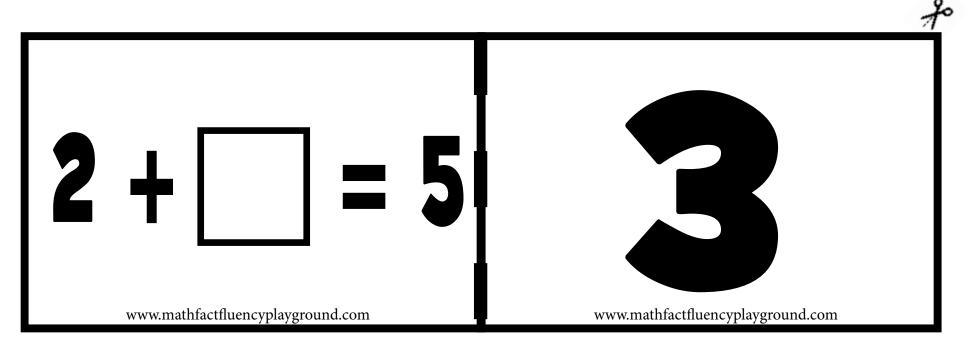


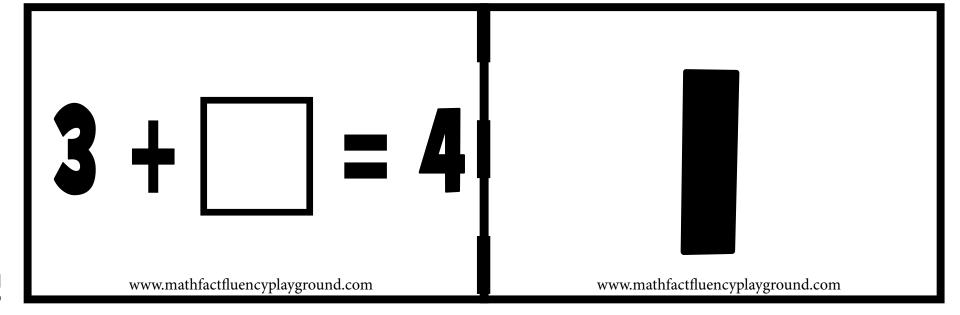


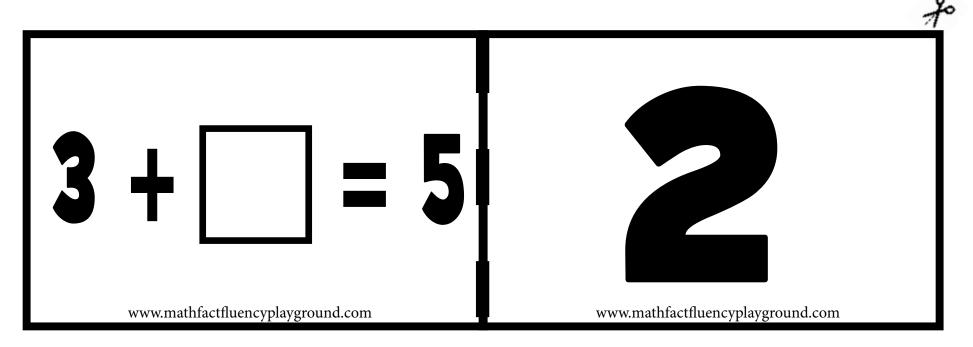


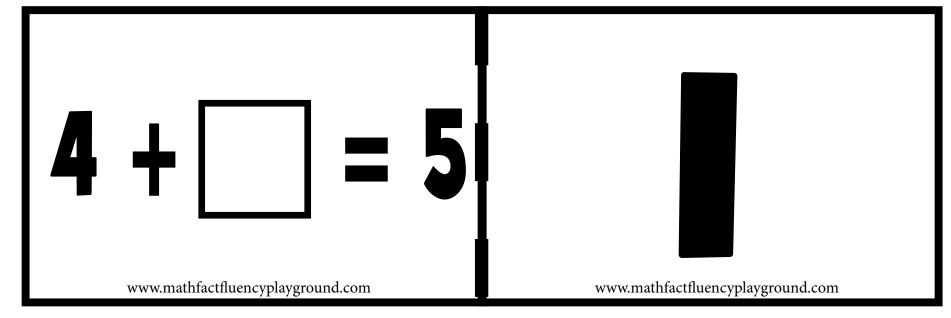








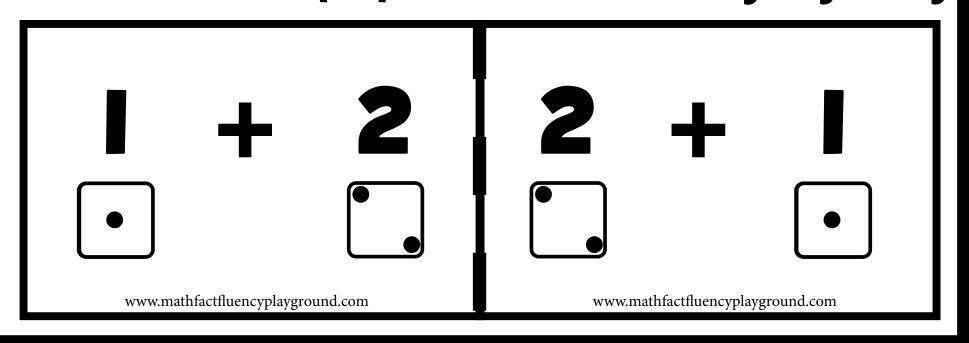


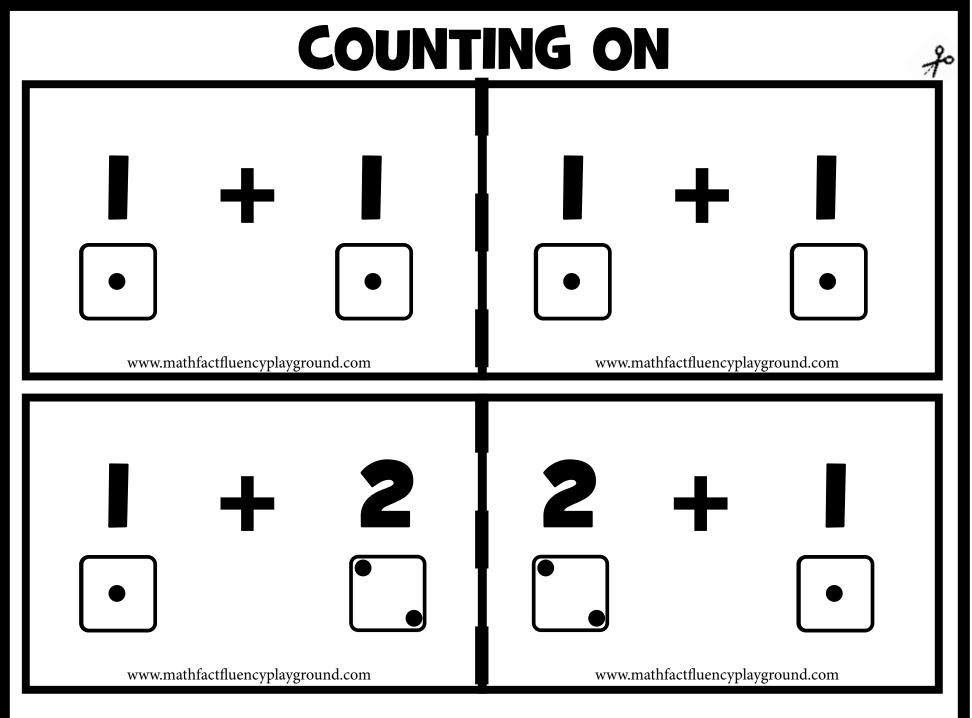


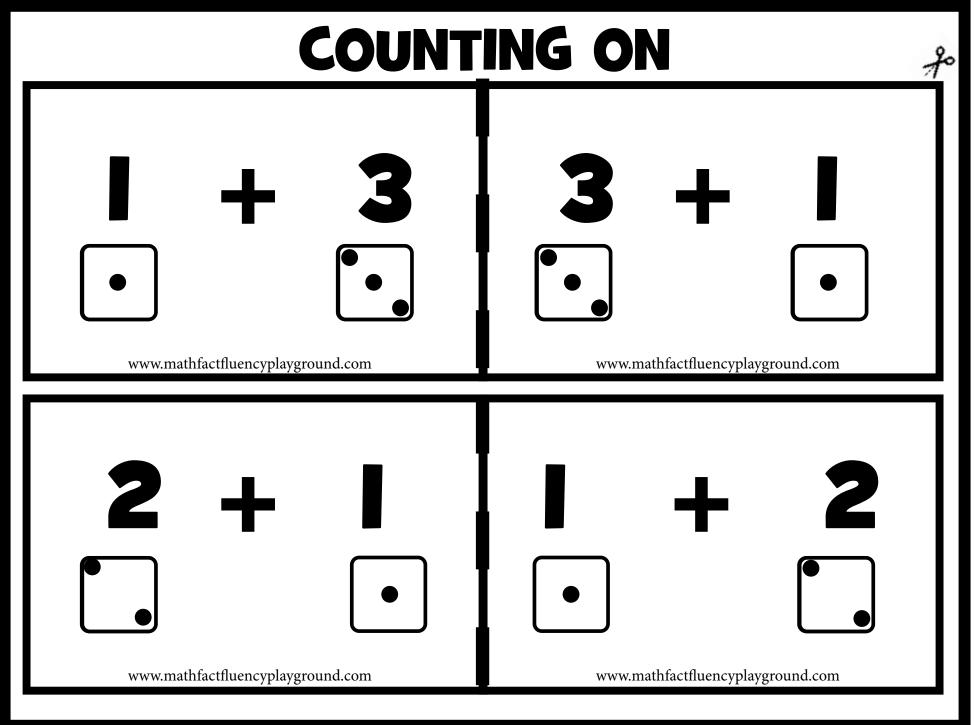
COUNTING ON (DICE)

Counting on with addition dice models

With these cards students will work on adding within IO. Remind students to always start with the big number when counting up I,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.























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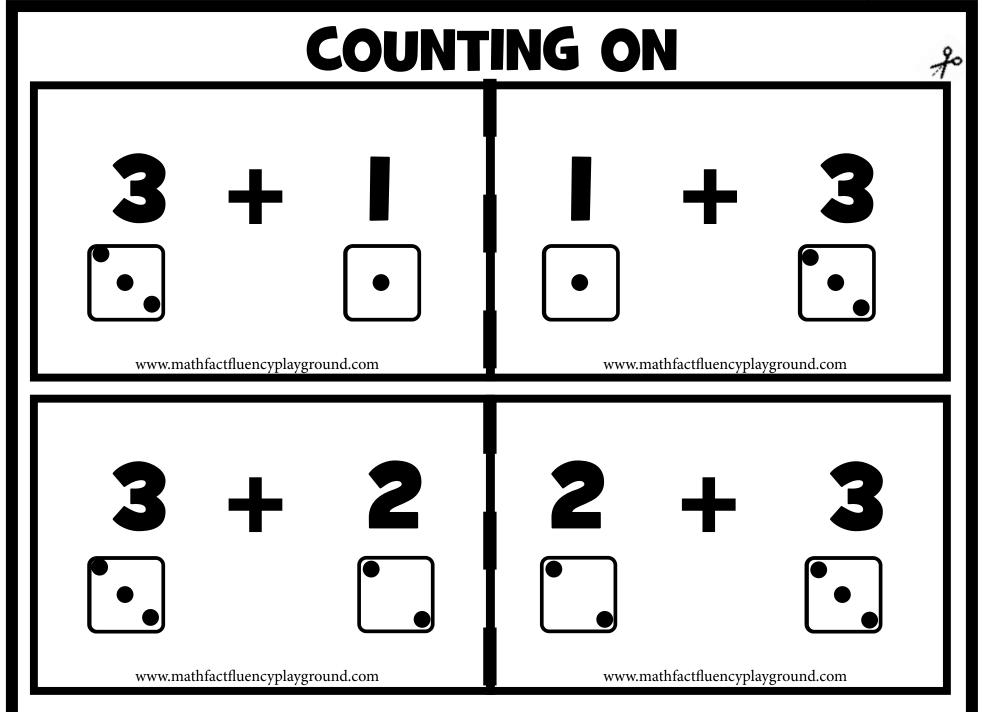




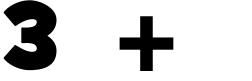




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4 + I

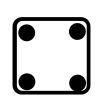












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4 + 2





2



4



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4



- 3



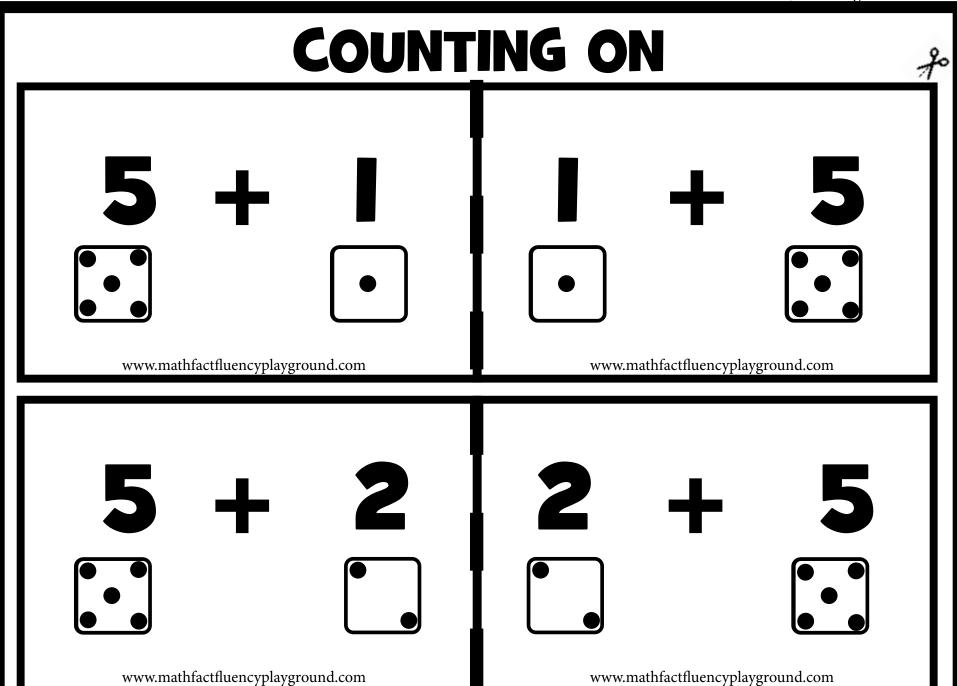
3



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5 + 3













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6 +















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6 + 2





2



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- 7



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+ 2



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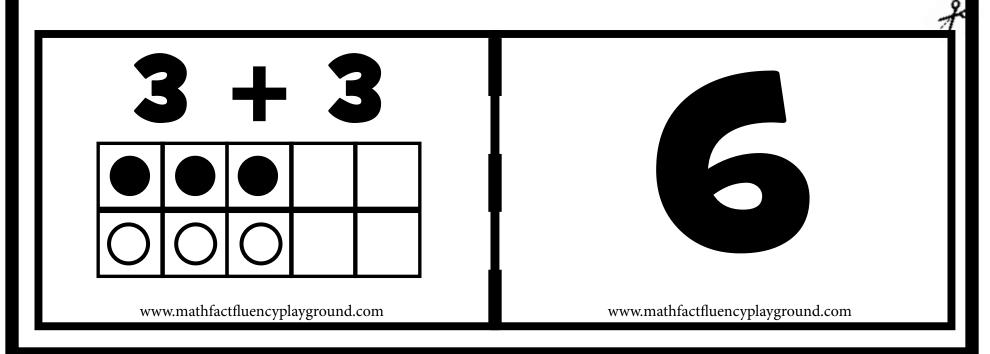


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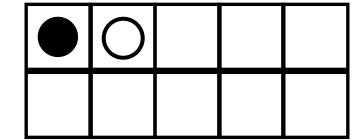
ADDING WITHIN 10 (TEN FRAMES)

Adding within IO (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) 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.







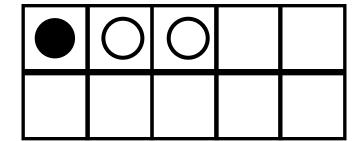


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1 + 2

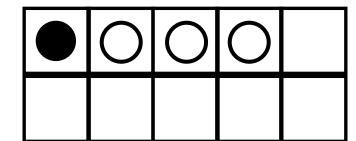


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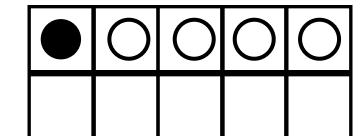
1 + 3



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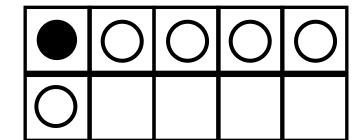
I + 4



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1 + 5

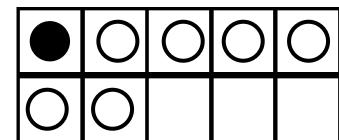


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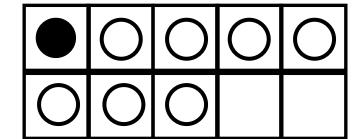
I + 6



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I + **7**

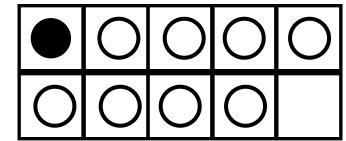


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I + 8

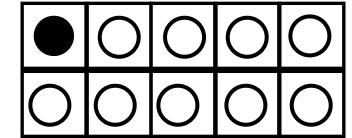


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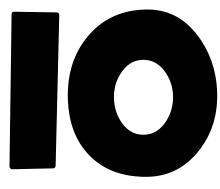




I + 9

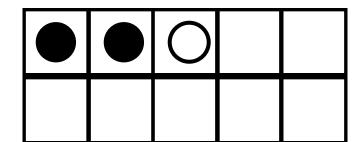


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2 + I

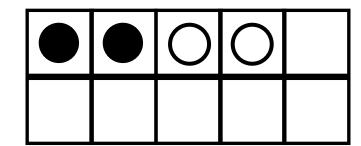


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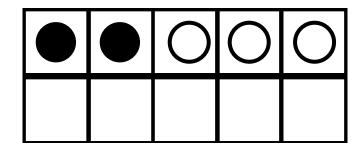
2 + 2



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2 + 3

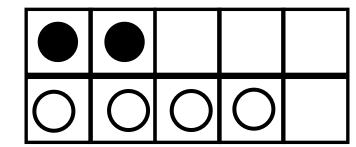


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2 + 4

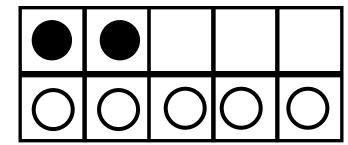


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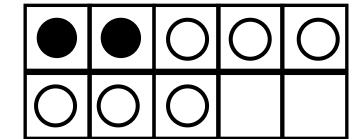
2 + 5



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2 + 6

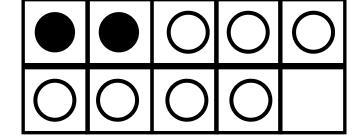


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2 + 7

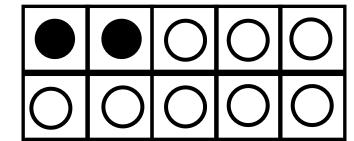


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2 + 8

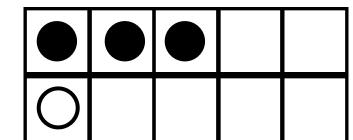


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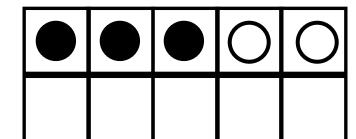
3 + I



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3 + 2

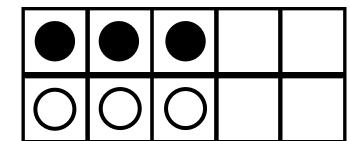


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3 + 3

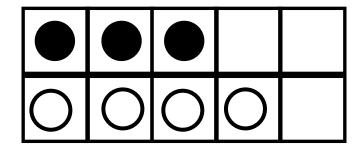


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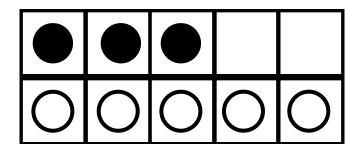
3 + 4



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3 + 5

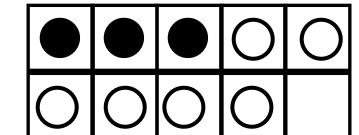


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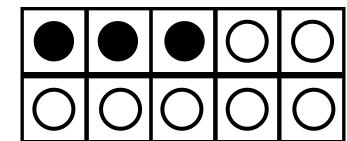
3 + 6



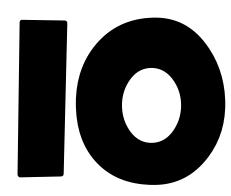
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3 + 7

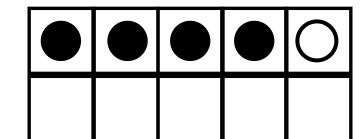


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4 + I

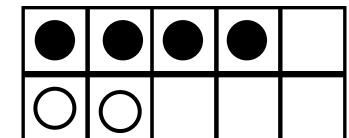


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4 + 2

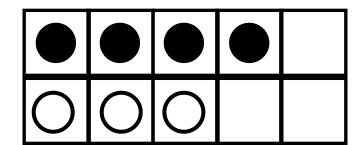


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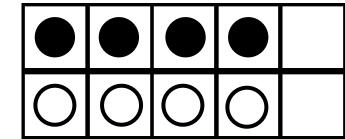
4 + 3



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4 + 4

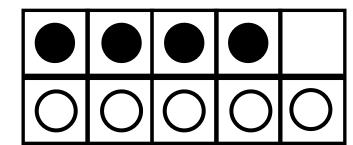


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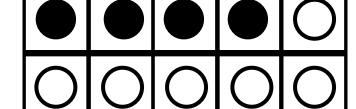
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4 + 6

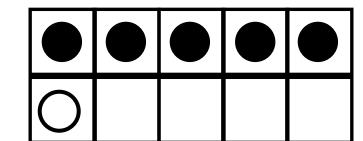


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5 + I

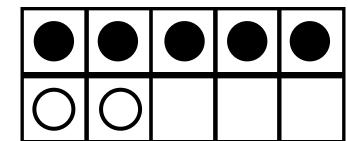


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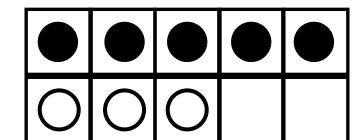
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5 + 3

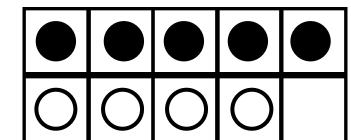


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5 + 4

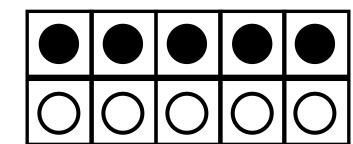


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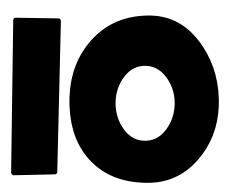




5 + 5

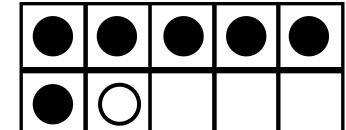


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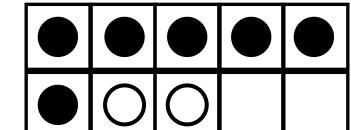
6 + I



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6 + 2

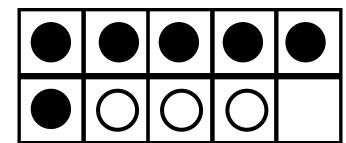


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6 + 3

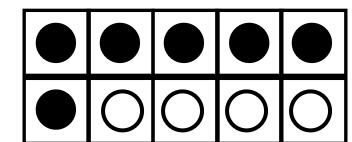


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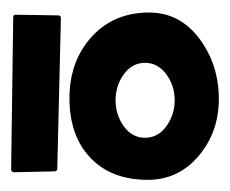


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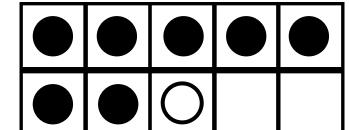


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7 + I



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7 + 2

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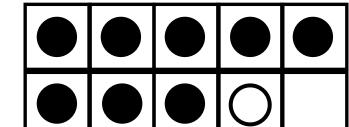
7 + 3

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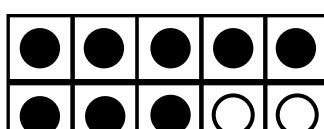
8 + I



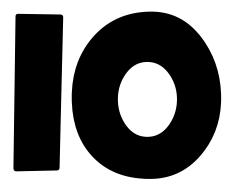
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8 + 2

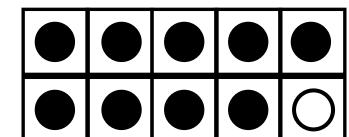


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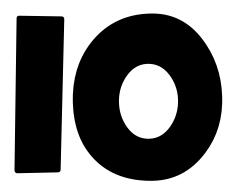


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9 + I

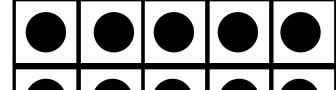


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10 + 0

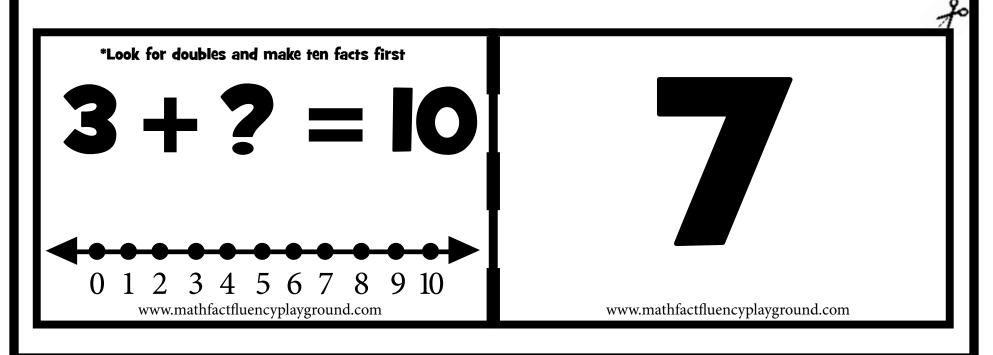


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MISSING NUMBERS TO 10 (NUMBER LINE)

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.



7

4 + ? = 8

0 1 2 3 4 5 6 7 8 9 10

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*Look for doubles and make ten facts first

4+?=7

3

0 1 2 3 4 5 6 7 8 9 10

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8 + ? = 10

0 1 2 3 4 5 6 7 8 9 10

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*Look for doubles and make ten facts first

2+?=6

0 1 2 3 4 5 6 7 8 9 10

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1 + 2 = 4

0 1 2 3 4 5 6 7 8 9 10

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*Look for doubles and make ten facts first

2 + ? = 5

0 1 2 3 4 5 6 7 8 9 10

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7 + ? = 9

0 1 2 3 4 5 6 7 8 9 10

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*Look for doubles and make ten facts first

6 + ? = 10

0 1 2 3 4 5 6 7 8 9 10

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2 + ? = 8

0 1 2 3 4 5 6 7 8 9 10

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www.mathfactfluencyplayground.com

*Look for doubles and make ten facts first

5 + ? = 10

0 1 2 3 4 5 6 7 8 9 10

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3 + ? = 6

0 1 2 3 4 5 6 7 8 9 10

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*Look for doubles and make ten facts first

5 + ? = 7

0 1 2 3 4 5 6 7 8 9 10
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2 + 2 = 4

0 1 2 3 4 5 6 7 8 9 10

www.mathfactfluencyplayground.com

www.mathfactfluencyplayground.com

*Look for doubles and make ten facts first

4 + ? = 5

0 1 2 3 4 5 6 7 8 9 10

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3 + ? = 4

0 1 2 3 4 5 6 7 8 9 10

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www.mathfactfluencyplayground.com

*Look for doubles and make ten facts first

4 + ? = 6

0 1 2 3 4 5 6 7 8 9 10

www.mathfactfluencyplayground.com

3 + ? = 5

0 1 2 3 4 5 6 7 8 9 10

www.mathfactfluencyplayground.com

www.mathfactfluencyplayground.com

*Look for doubles and make ten facts first

2 + ? = 9

0 1 2 3 4 5 6 7 8 9 10

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5+?=8

0 1 2 3 4 5 6 7 8 9 10

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*Look for doubles and make ten facts first

3 + ? = 9

0 1 2 3 4 5 6 7 8 9 10

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2 + ? = 10

0 1 2 3 4 5 6 7 8 9 10

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www.mathfactfluencyplayground.com

*Look for doubles and make ten facts first

4 + ? = 10

0 1 2 3 4 5 6 7 8 9 10

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go

3 + ? = 7

0 1 2 3 4 5 6 7 8 9 10

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www.mathfactfluencyplayground.com

*Look for doubles and make ten facts first

I + ? = 5

0 1 2 3 4 5 6 7 8 9 10

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fo

6 + ? = 9

0 1 2 3 4 5 6 7 8 9 10

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www.mathfactfluencyplayground.com

*Look for doubles and make ten facts first

3 + ? = 8

5

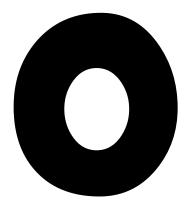
0 1 2 3 4 5 6 7 8 9 10

www.mathfactfluencyplayground.com

I + ? = I

0 1 2 3 4 5 6 7 8 9 10

www.mathfactfluencyplayground.com



www.mathfactfluencyplayground.com

*Look for doubles and make ten facts first

7 + ? = 10

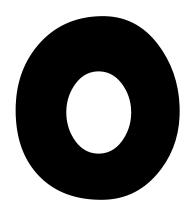
0 1 2 3 4 5 6 7 8 9 10

www.mathfactfluencyplayground.com

5 + ? = 5

0 1 2 3 4 5 6 7 8 9 10

www.mathfactfluencyplayground.com



www.mathfactfluencyplayground.com

*Look for doubles and make ten facts first

$$1 + ? = 2$$

0 1 2 3 4 5 6 7 8 9 10

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go

6 + ? = 8

0 1 2 3 4 5 6 7 8 9 10

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www.mathfactfluencyplayground.com

*Look for doubles and make ten facts first

0+?=5

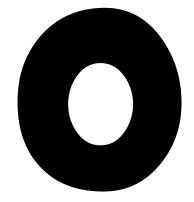
5

0 1 2 3 4 5 6 7 8 9 10

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7





0 1 2 3 4 5 6 7 8 9 10

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www.mathfactfluencyplayground.com

*Look for doubles and make ten facts first

1 + ? = 3

0 1 2 3 4 5 6 7 8 9 10

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0+?=1

0 1 2 3 4 5 6 7 8 9 10

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www.mathfactfluencyplayground.com

*Look for doubles and make ten facts first

2 + ? = 3

0 1 2 3 4 5 6 7 8 9 10

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0 1 2 3 4 5 6 7 8 9 10

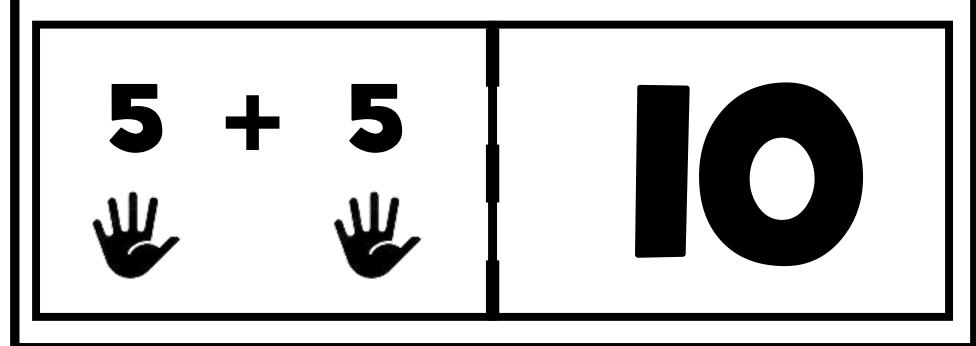
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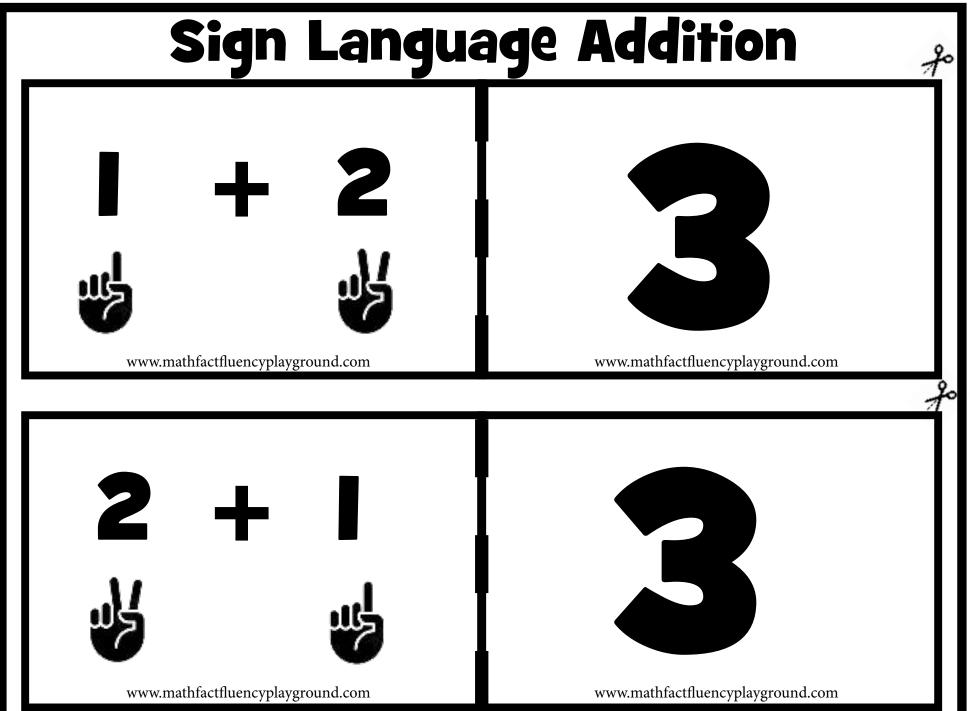


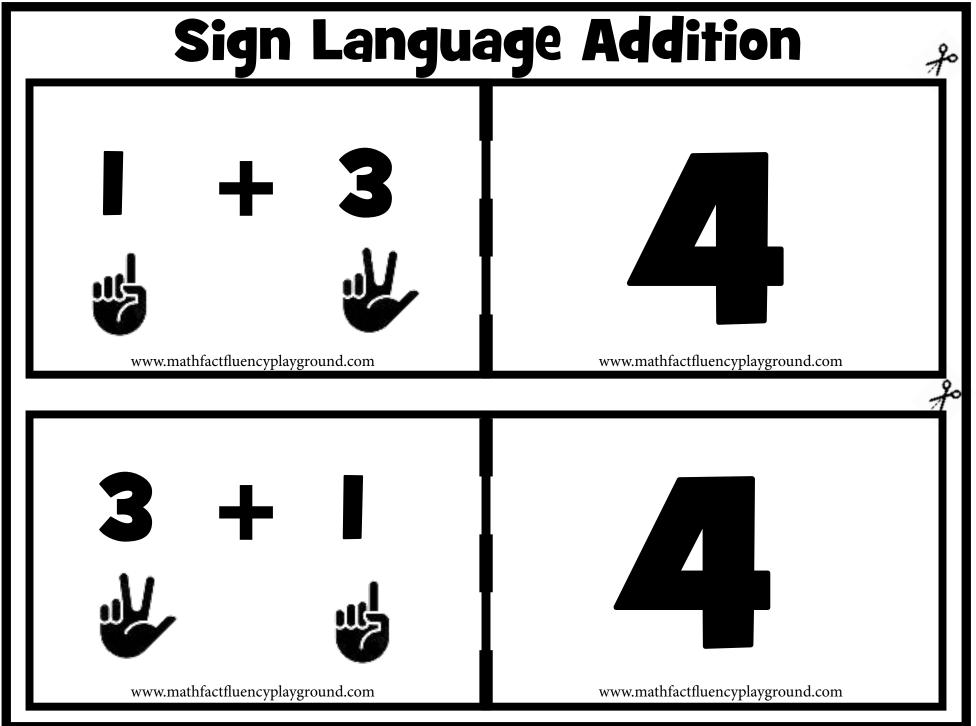
SIGN LANGUAGE ADD WITHIN 10

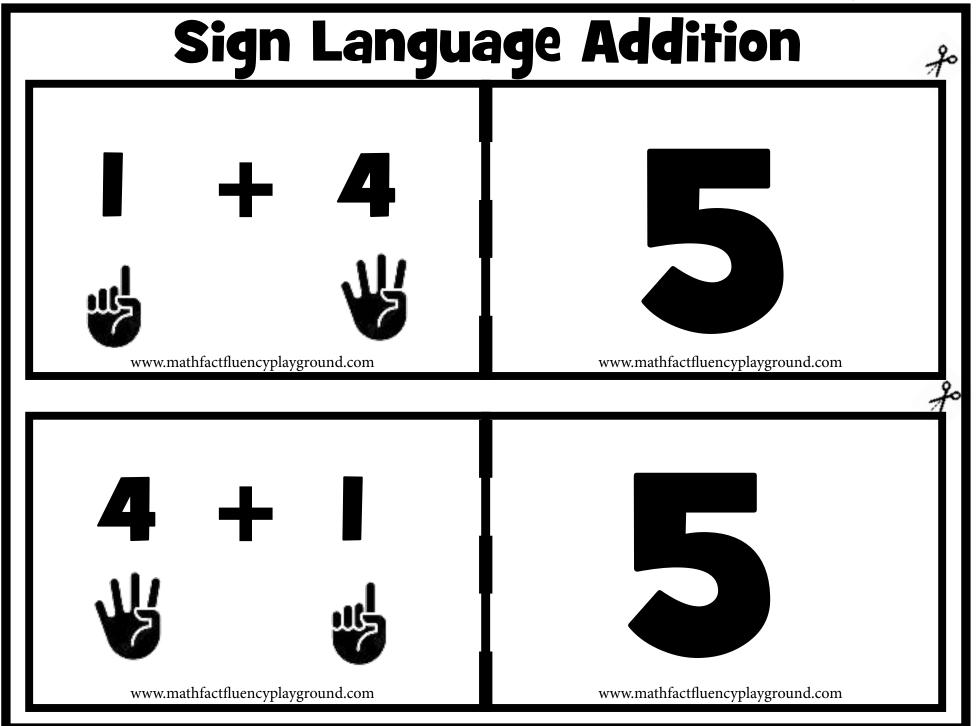
Sign Language Add within 10

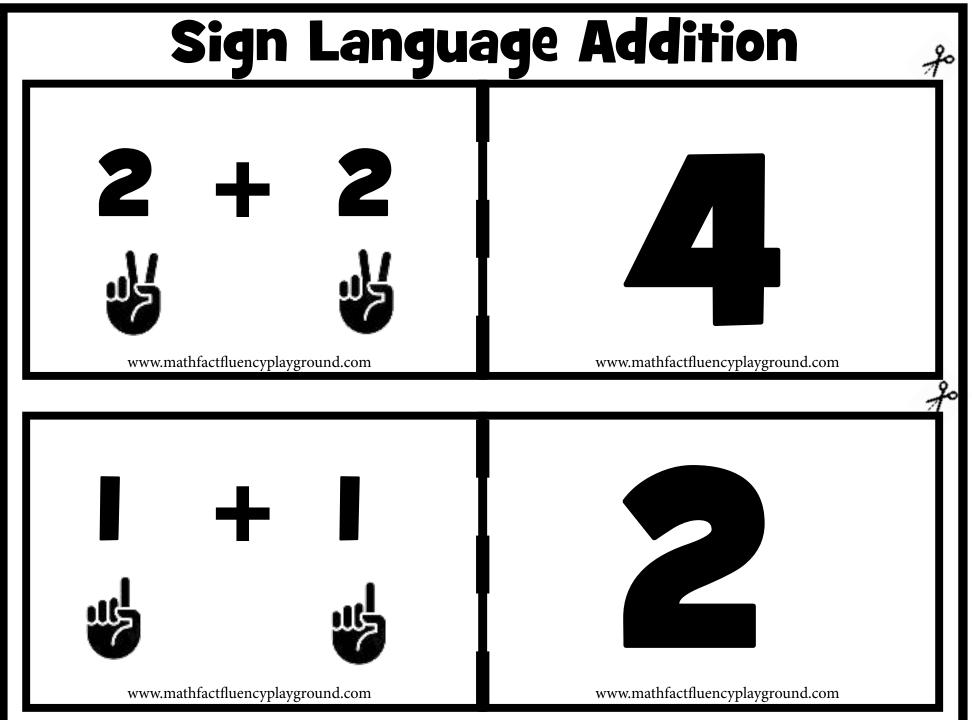
With these cards students can practice adding in sign language. They will have to be taught the number representations.





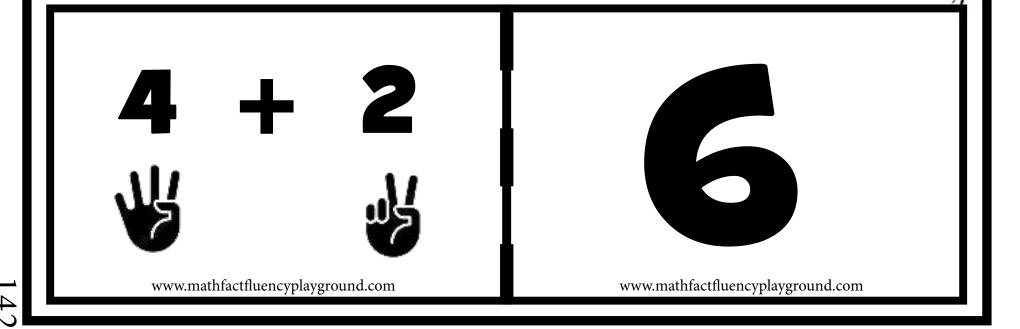


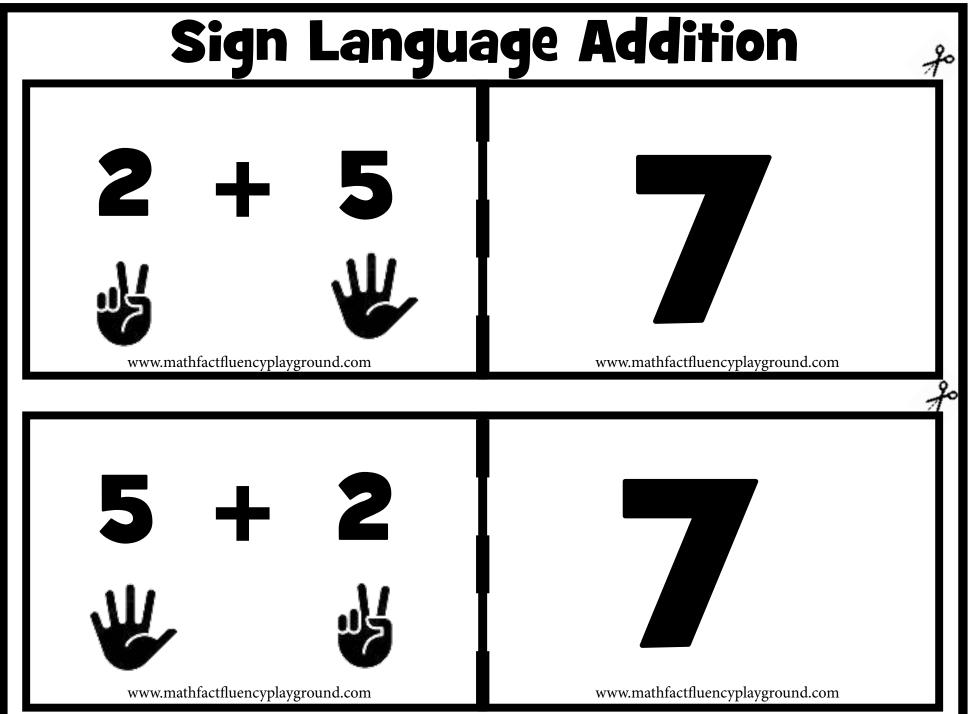


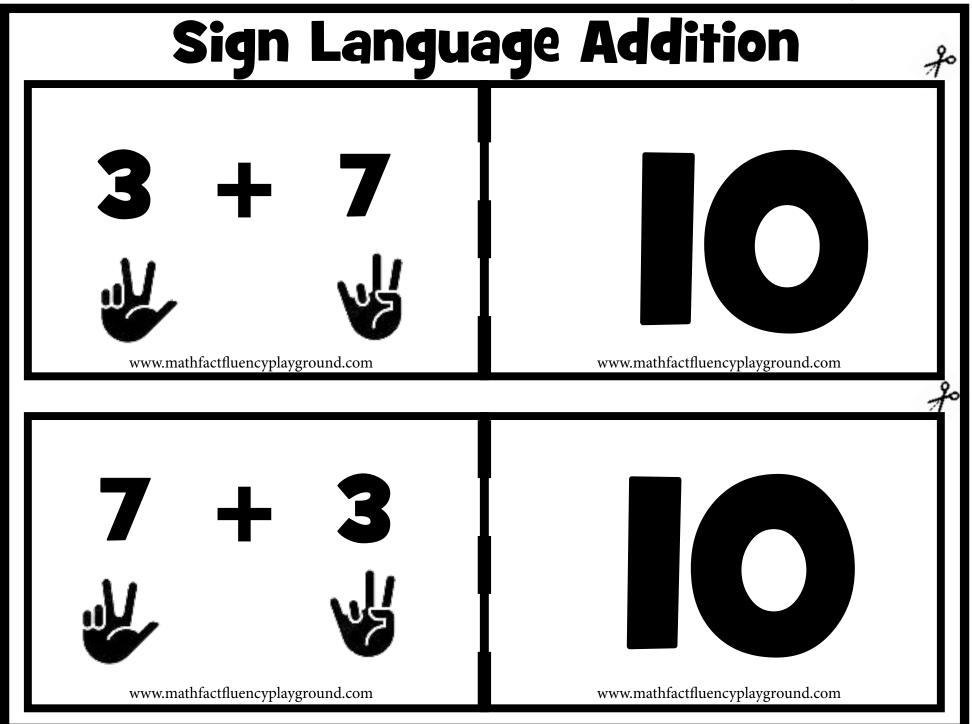


Sign Language Addition www.mathfactfluencyplayground.com www.mathfactfluencyplayground.com

Sign Language Addition 2 + 4 www.mathfactfluencyplayground.com www.mathfactfluencyplayground.com

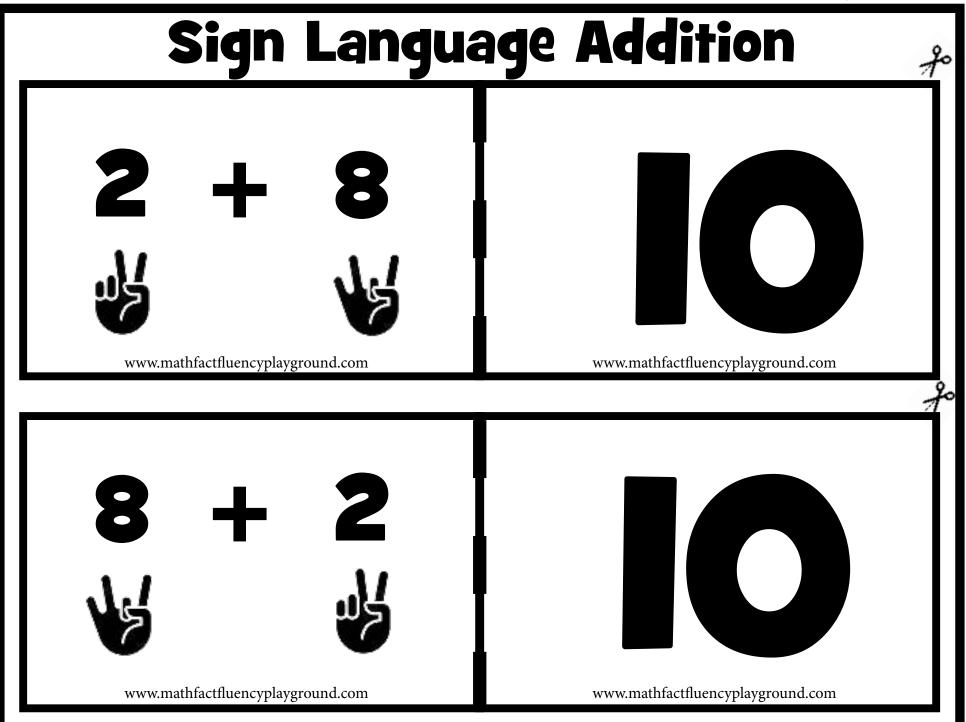


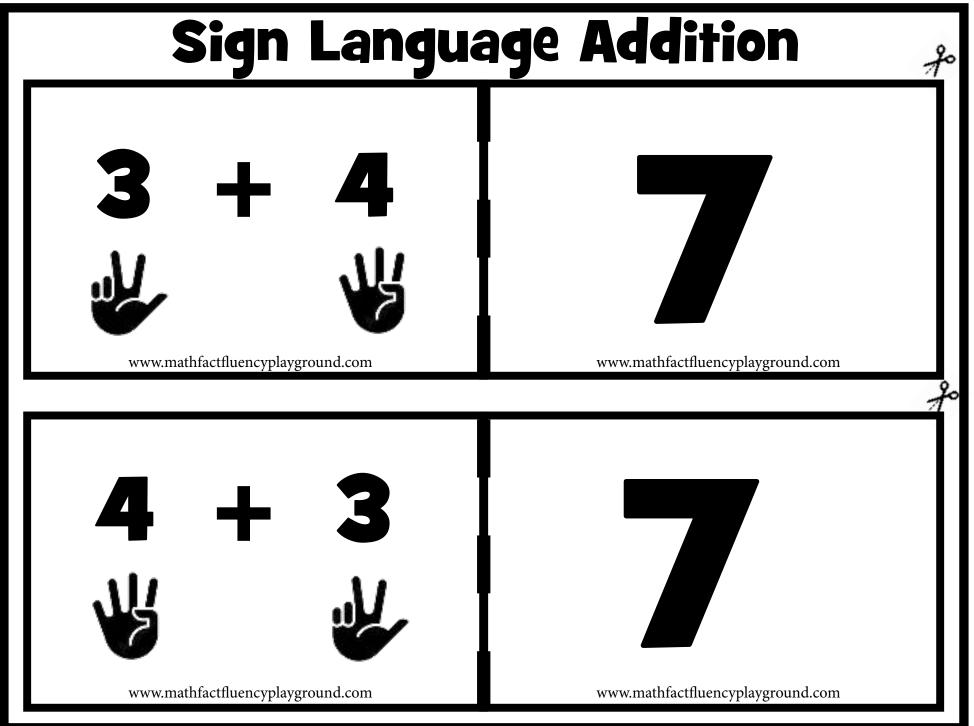




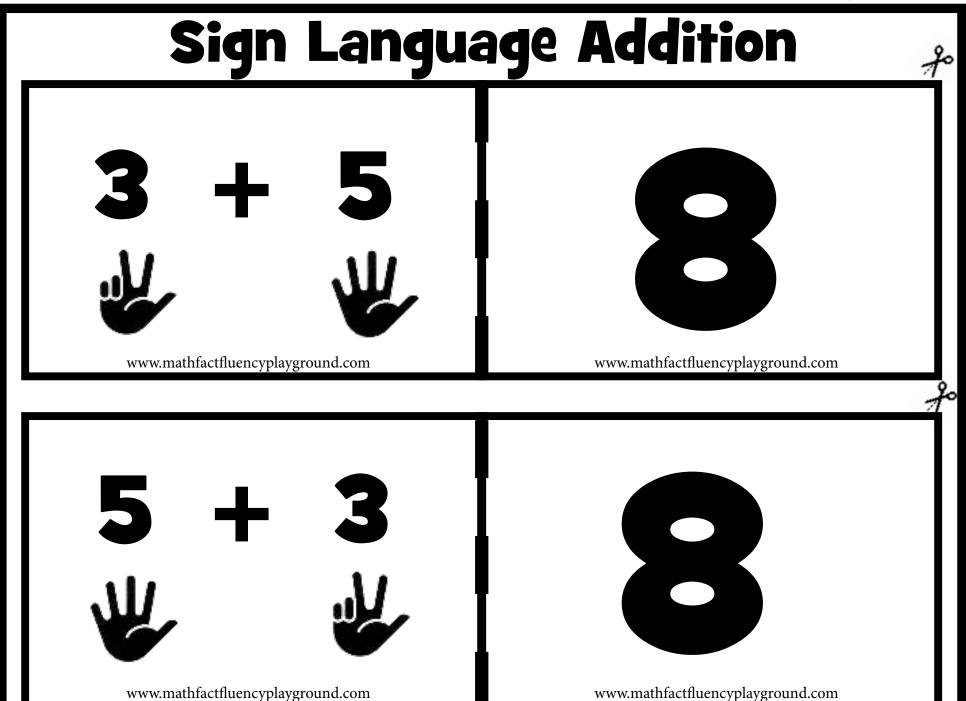
Sign Language Addition www.mathfactfluencyplayground.com www.mathfactfluencyplayground.com www.math fact fluency play ground.comwww.mathfactfluencyplayground.com

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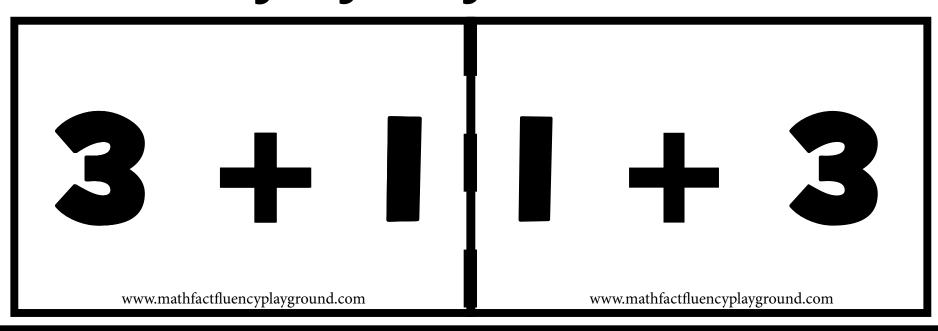
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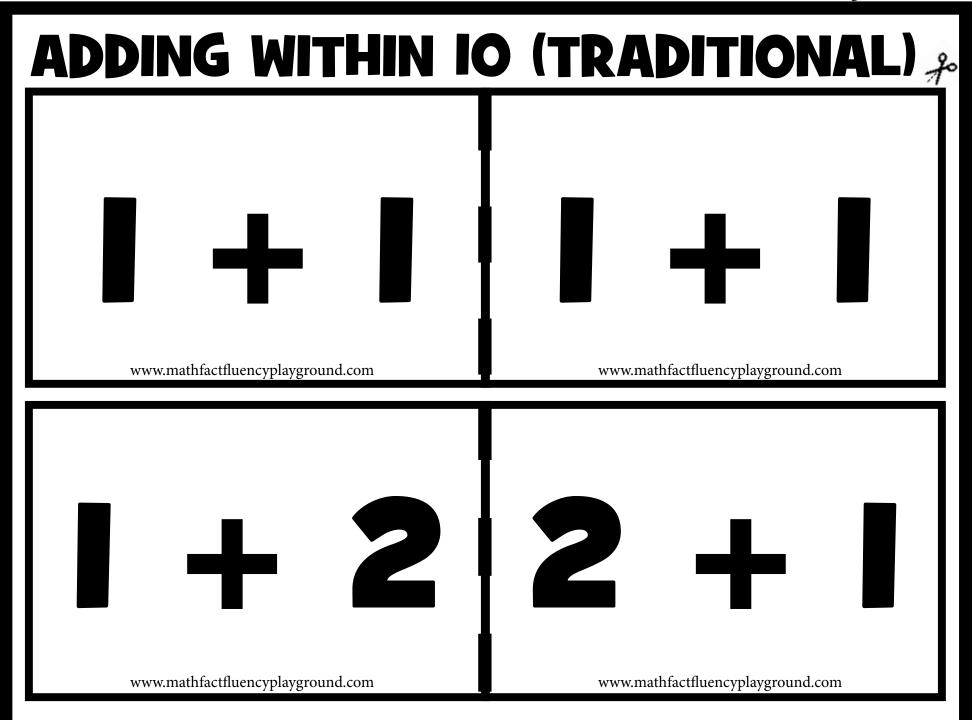
Sign Language Addition www.mathfactfluencyplayground.com www.mathfactfluencyplayground.com www.mathfactfluencyplayground.com www.mathfactfluencyplayground.com

ADDING WITHIN 10 (TRADITIONAL)

Adding within 10 (Traditional)

With these cards students will work on adding within IO. 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.





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ADDING WITHIN 10 (TRADITIONAL)

1+99+1

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2 + 1 | 1 + 2

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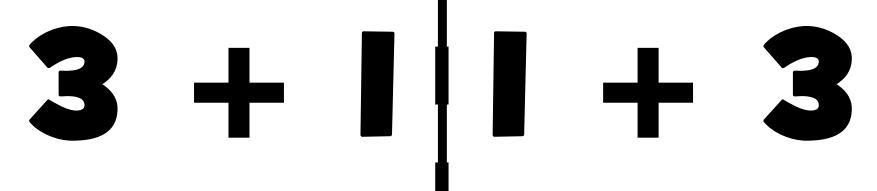


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ADDING WITHIN IO (TRADITIONAL) &

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4+22+4

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ADDING WITHIN IO (TRADITIONAL) &

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4+55+4

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4+66+4

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ADDING WITHIN IO (TRADITIONAL) &

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5 + 5 5 + 5

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www.mathfactfluencyplayground.com

6 + 11 + 6

www.mathfactfluencyplayground.com



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ADDING WITHIN IO (TRADITIONAL) &

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7+22+7

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www.math fact fluency play ground.com

7+33+7

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ADDING WITHIN IO (TRADITIONAL) &

9 + 11 + 9

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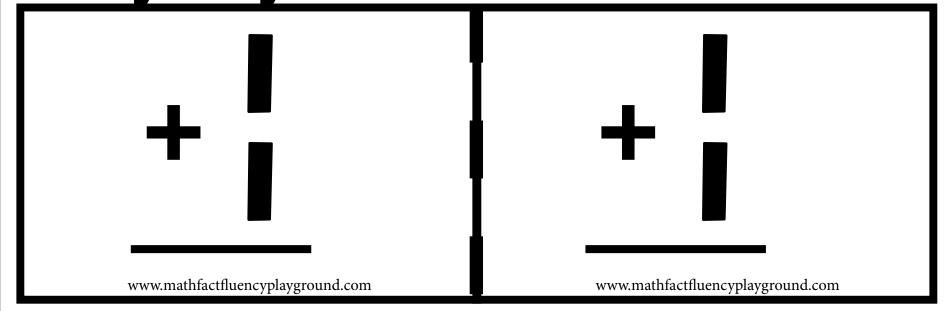
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10 + 0 0 + 10

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Adding within 10 (Vertical)

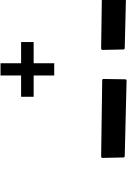
With these cards students will work on adding within IO. It is important to relate the "turn around facts" to each other. The cards are made to be used front to back. Students need to see the turn around facts. They should learn to think about properties from the beginning.



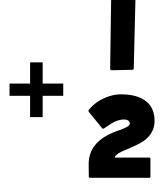


+ |

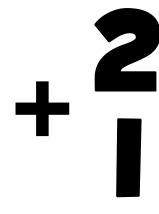
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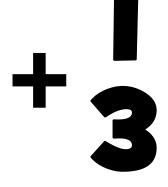
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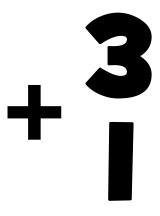
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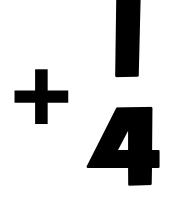




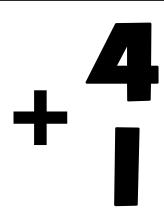
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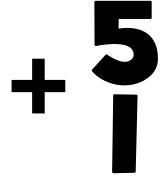
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+ **5**

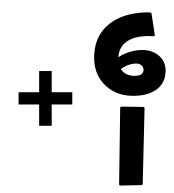
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+ **6**

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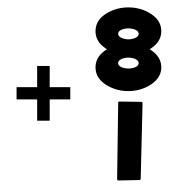




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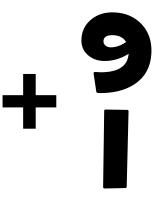
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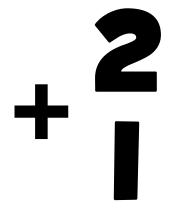


+ <mark>1</mark>

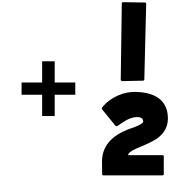
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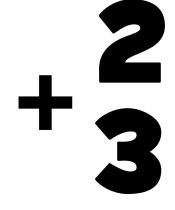
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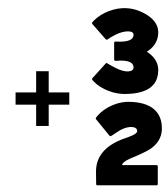


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fo

+ 4

+42

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+ 5

+ 5 2

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+ 6

+ 6

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+ 7

+ 2

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fo

+ 8

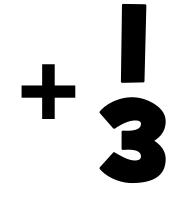
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 + 8

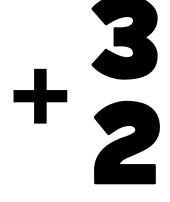
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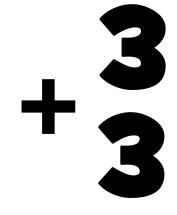




+ 3

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+3

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fo

+ <mark>3</mark> + **4**

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+43

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4 5

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4 5 3



+ 6

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+ 6

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+ **3 7**

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+ 3



4+ **1**

+4

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422

+ 2 4

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+ 3

+34

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444

444

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fo

4 5

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4 4

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4 6

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+ 6 4



4 5 1

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+ <mark>1</mark> 5

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4 2 2

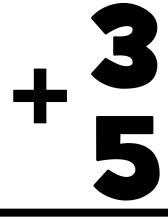
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+ 2 5



4 3

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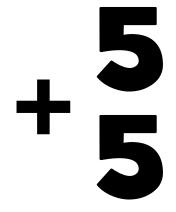
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4 4

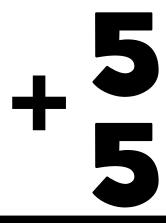
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4 5





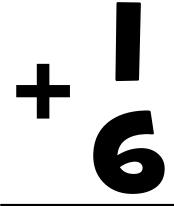
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+ 6 1

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go

+ 6 2

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+ **2** 6

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+ 6

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+36



+ 4

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+4 6

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+ 1

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+ 7



+ 2

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+ 2 7

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4 3

www.mathfactfluencyplayground.com

+ 3 7

fo

4 1

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+ <mark>8</mark>

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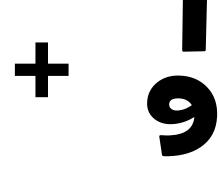
+ **8 2**

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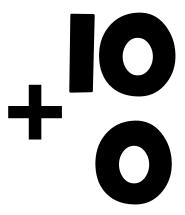
+ 2 8



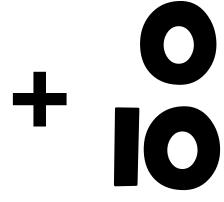
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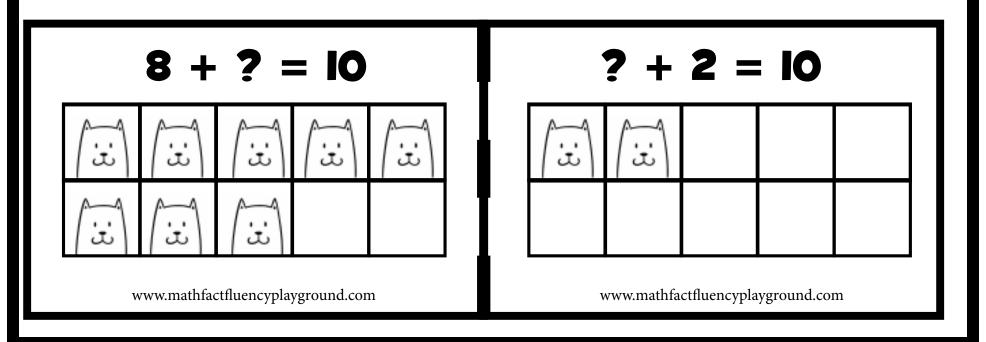


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MAKE 10 MISSING NUMBER (TEN FRAMES)

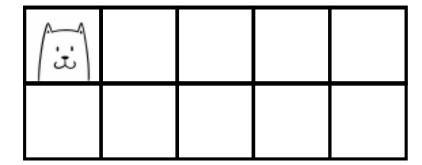
Make IO Missing Number (Ten Frames)
With these cards we explore ten friends. Cards
that make ten. The cards are back to back so
that students can work on their "turn around
facts." This will later become known as the
"commutative property."



MAKE 10

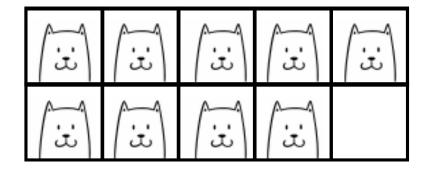
fo

$$I + ? = IO$$



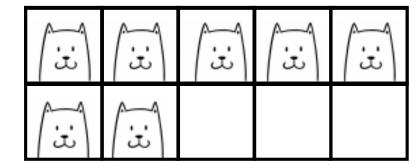
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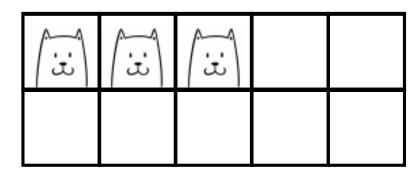
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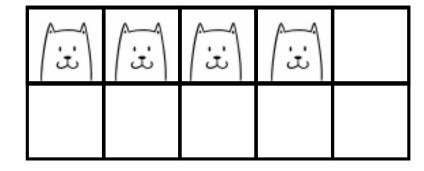




MAKE 10

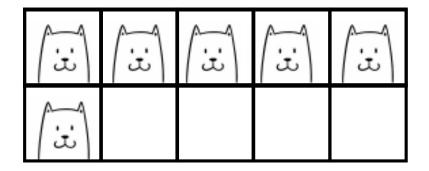


$$4 + ? = 10$$



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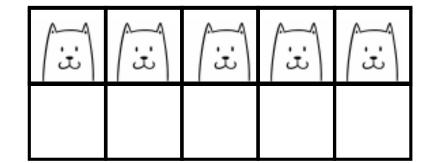
$$? + 6 = 10$$



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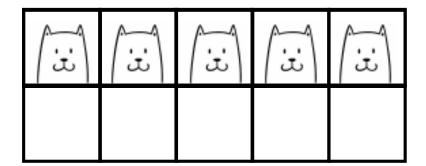


$$5 + ? = 10$$



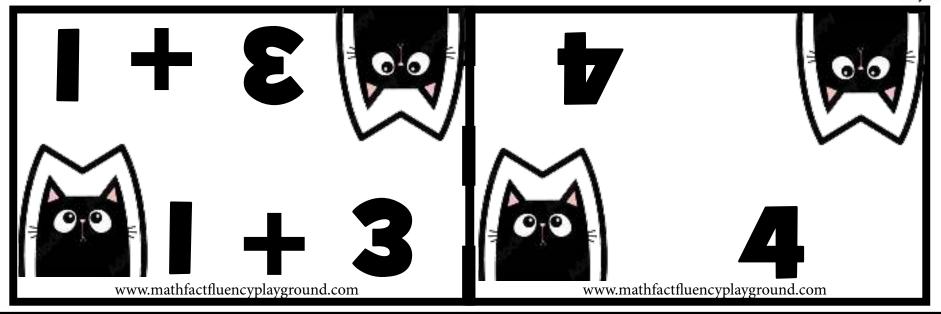
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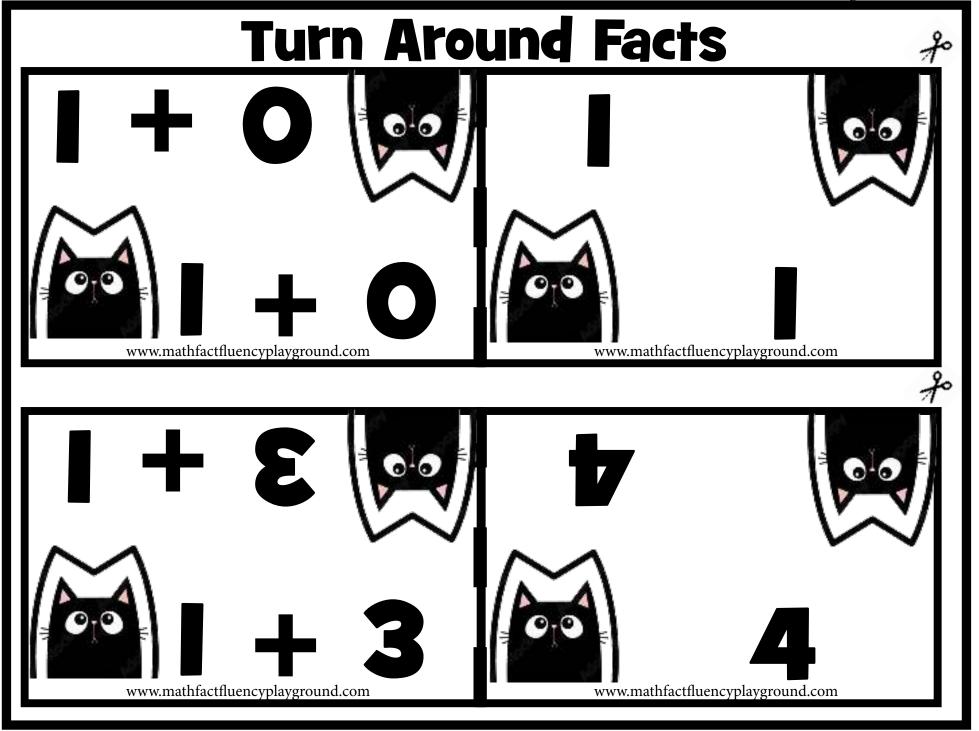


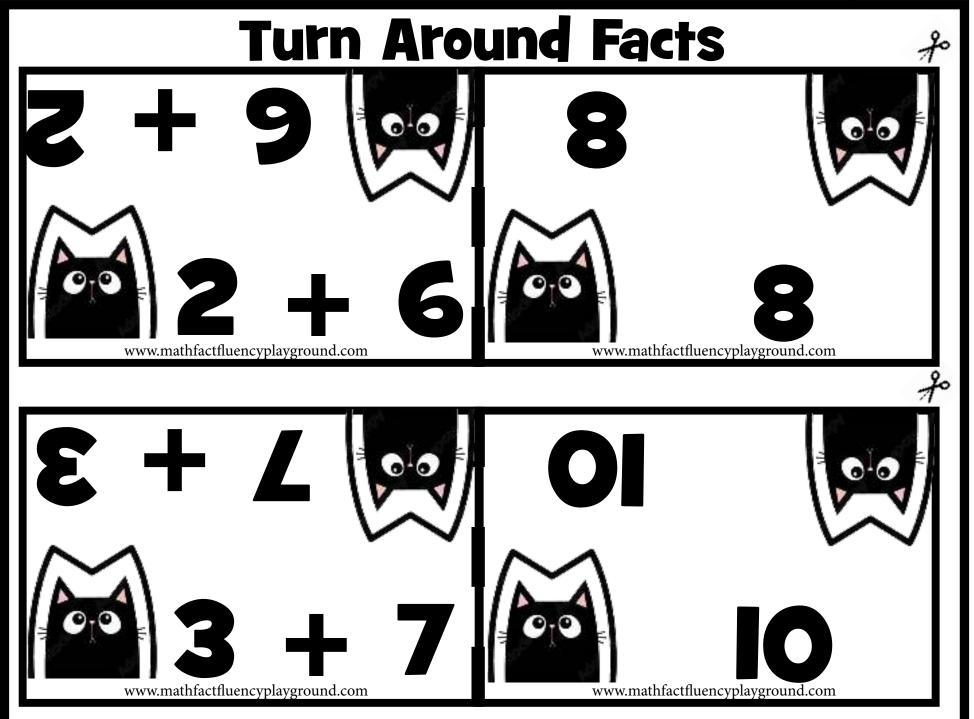


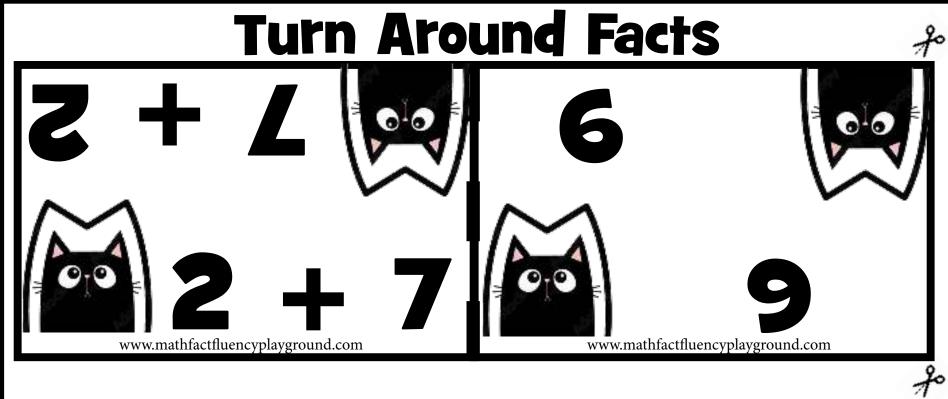
TURN AROUND FACTS (COMMUTATIVE PROPERTY)

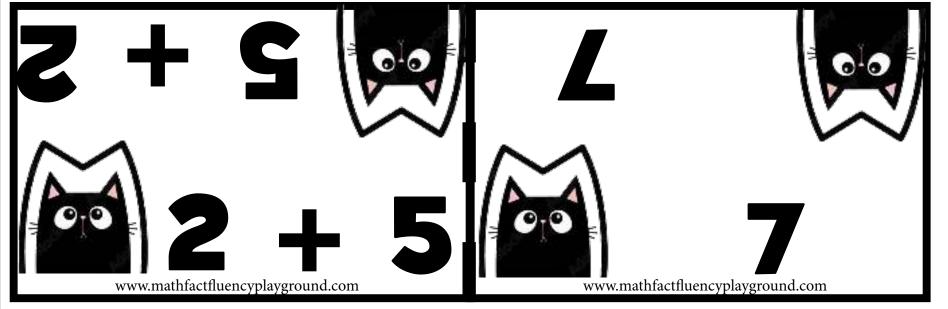
TURN AROUND FACTS
With these cards students will work on adding within IO. It is important to relate the "turn around facts" to each other. The cards are made to be flipped so that students can see the turn around fact by actually turning the card around. Students need to see these relationships and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

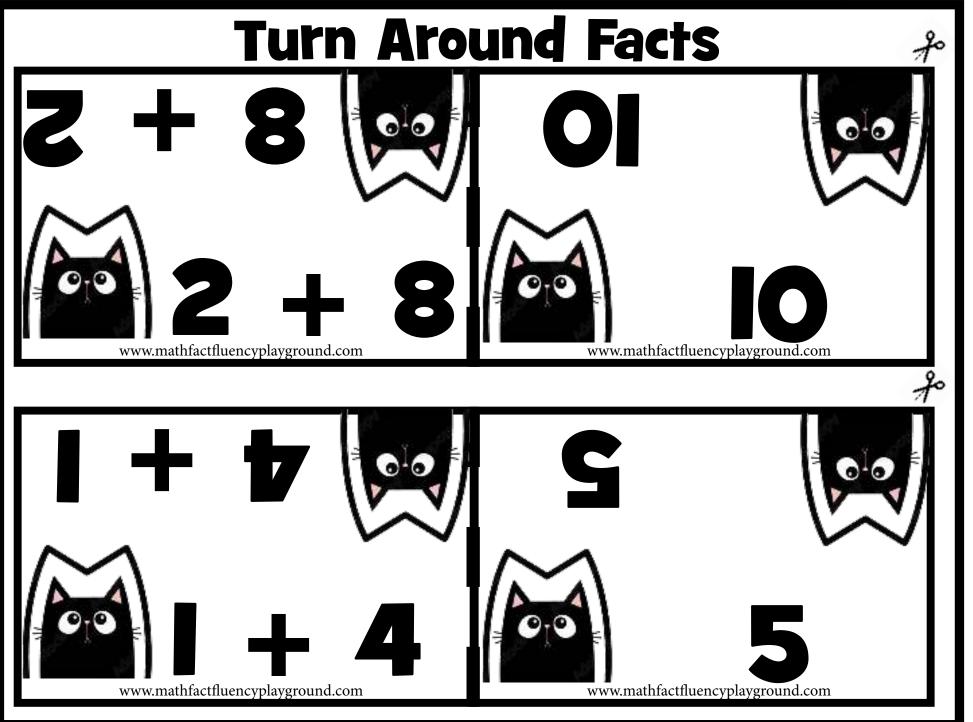


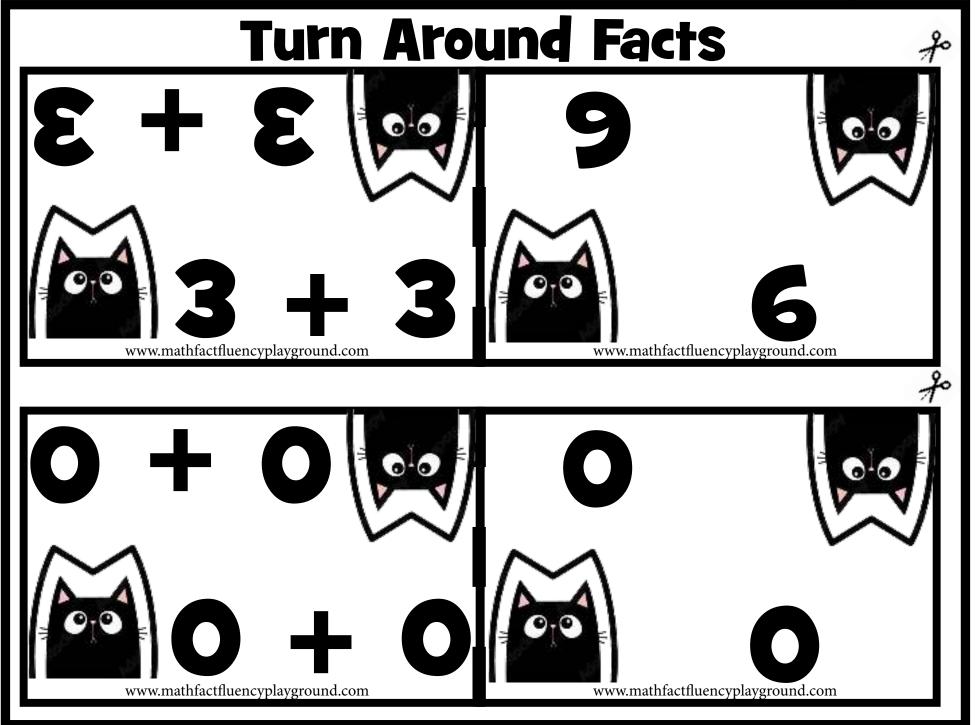


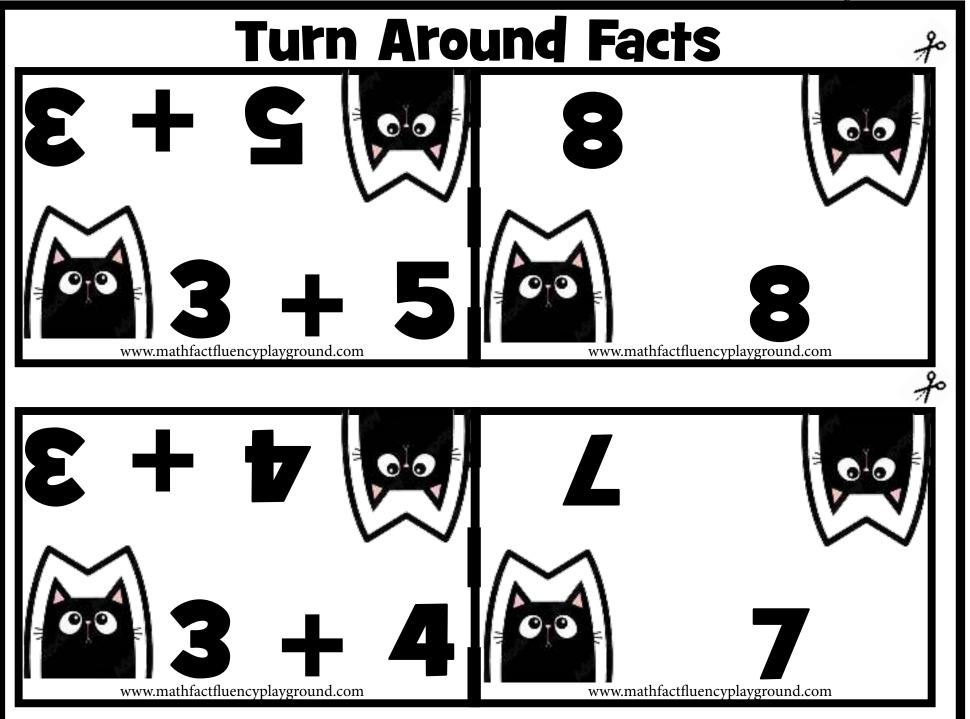


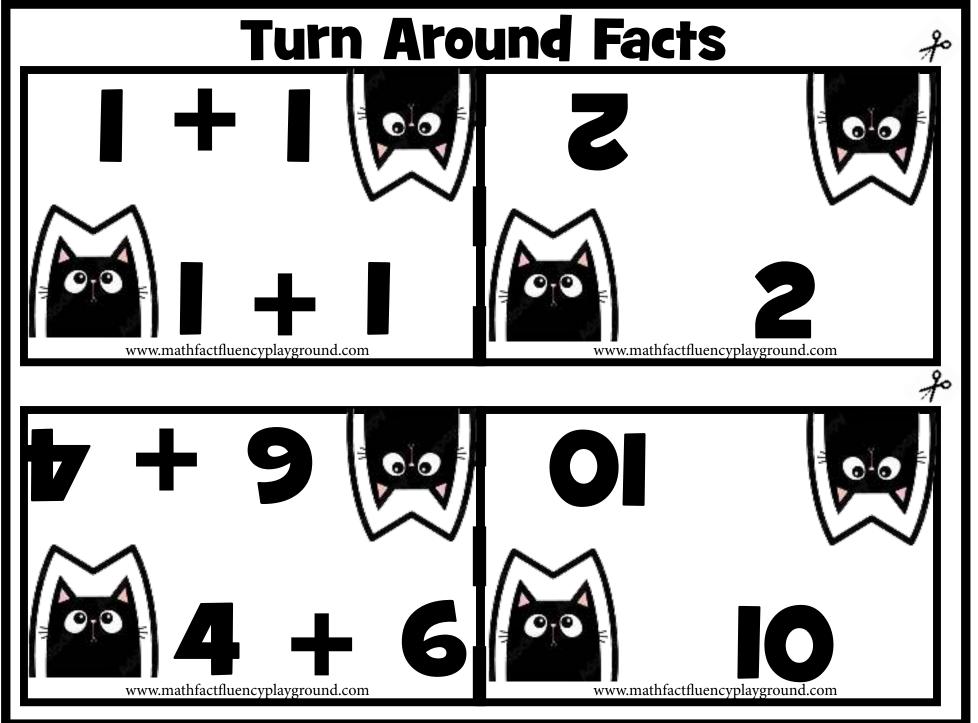


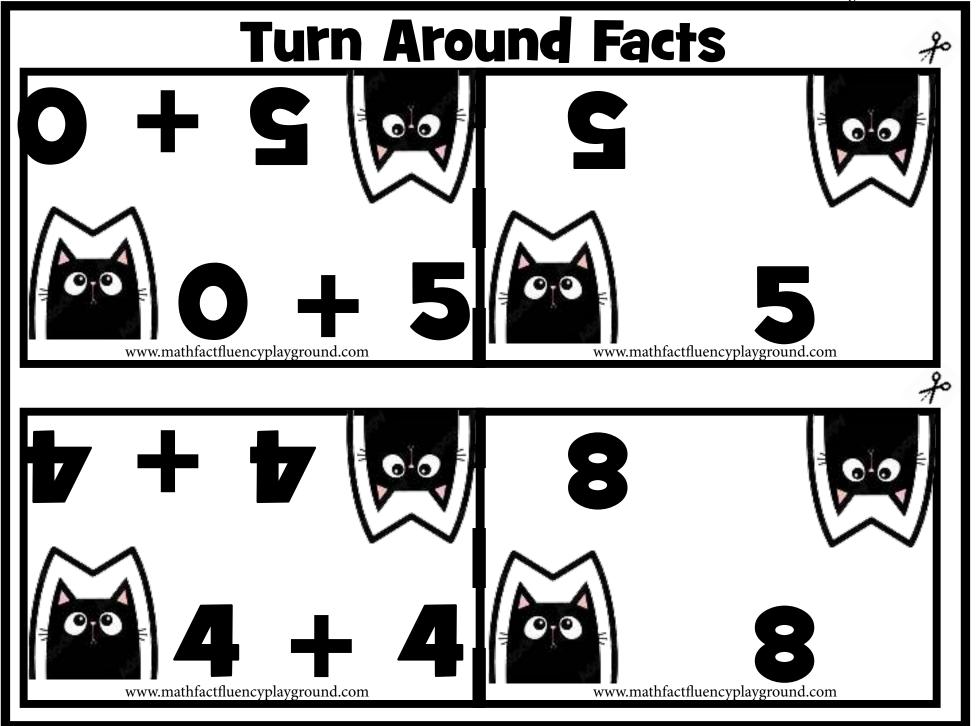


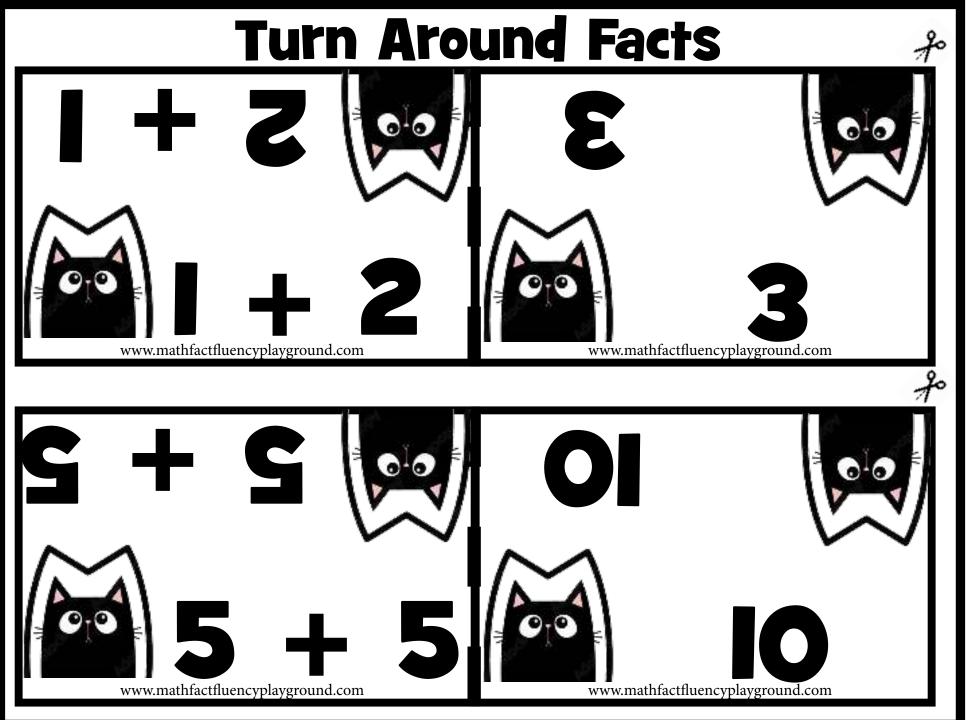


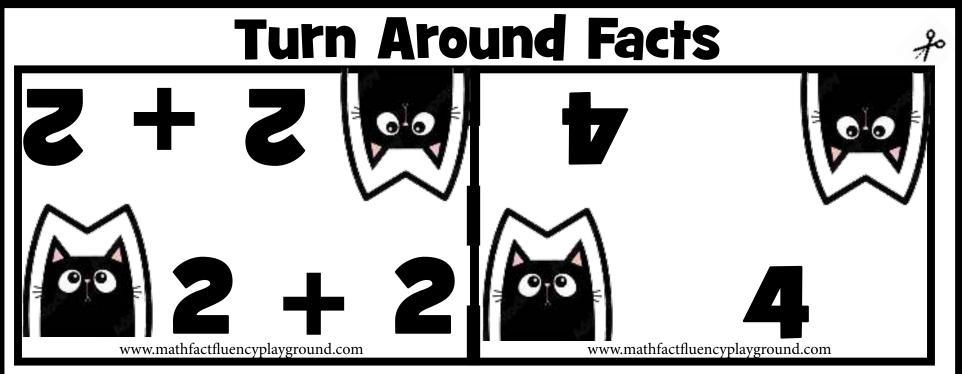






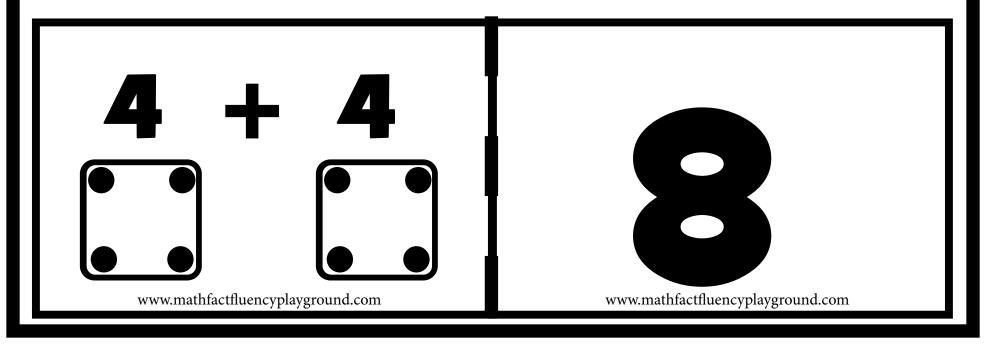






LOWER DOUBLES ADDITION DICE

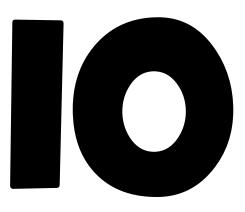
Lower Doubles Addition Dice
With these cards students are thinking
about doubling a number. They should
work on their lower doubles (within IO)
and then work on their upper
doubles (within 20).



LOWER DOUBLES ADDITION DICE

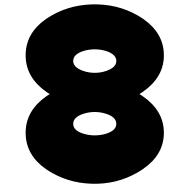
5 + 5

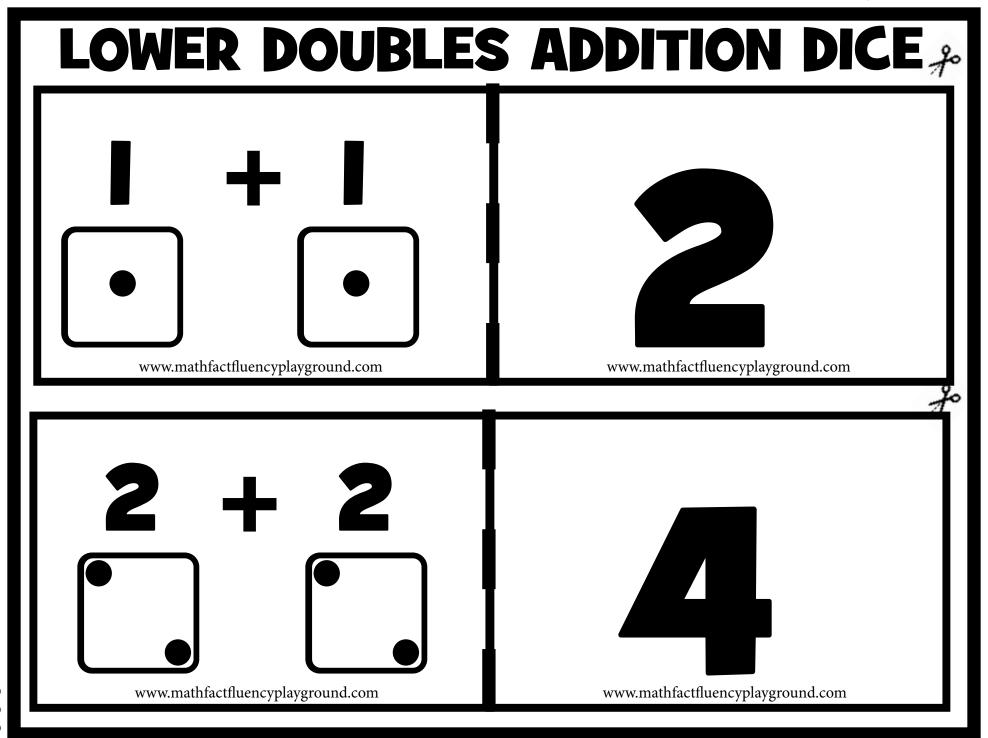
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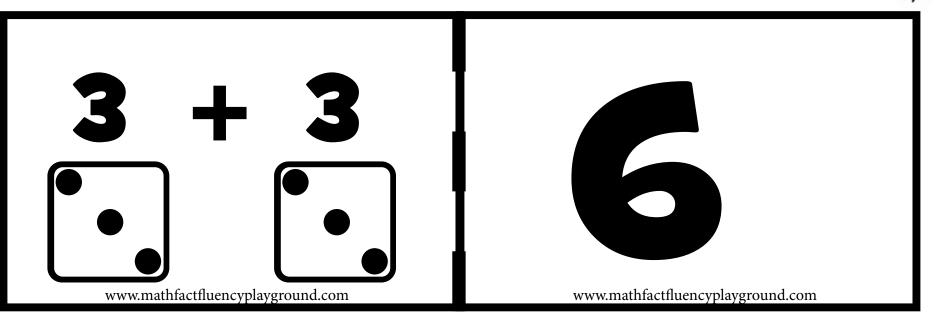
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LOWER DOUBLES ADDITION DICE &



ADDING 3 NUMBERS TO 10

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 IO and also doubles.



*Look for doubles or make ten facts first



I + I +2

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*Look for doubles or make ten facts first



4+4+2

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*Look for doubles or make ten facts first



2+2+3

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*Look for doubles or make ten facts first



1 + 4 + 4

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fo

*Look for doubles or make ten facts first



I + O + O

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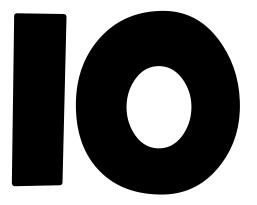
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*Look for doubles or make ten facts first



5+5+0

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fo

*Look for doubles or make ten facts first



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*Look for doubles or make ten facts first



3+0+0

3

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*Look for doubles or make ten facts first



2 +2+

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*Look for doubles or make ten facts first



+2+2

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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 + ?

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7

9 = 5 + ?

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3+?=8

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7

4 + ? = 8

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4+2=?

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4+2=5+?

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5+?=6+0

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7

1+9=5+?

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2+8=6+?

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f

10 = 5 + ?

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1+?=2+0

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BE SURE TO CHECK OUT OTHER FLUENCY ACTIVITIES AT

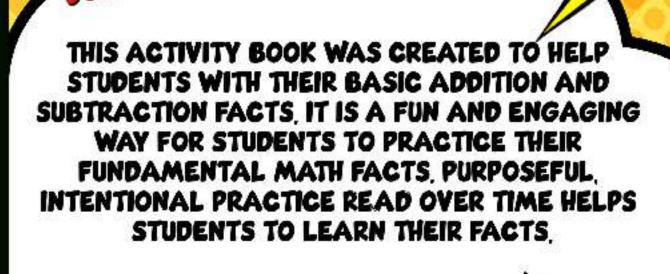
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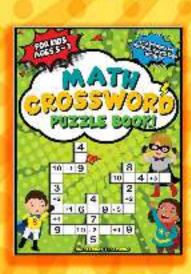
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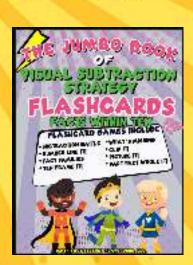
Open the camera on your phone (just like if you are going to take a picture.) Hold the phone over the qr code (picture here on the right.) Tap the link that appears on your screen for your free download.



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