

Equal Pairs Game

Objective: The object of the game is to match two cards that show the same number of dots and to record the match as a number sentence formed with the two cards and an equal sign.

Materials:

- Memory cards-copy on cardstock and laminate
- Recording sheet to write number sentences. (Memory cards should be cut as 2 tens frames)

Teaching Model: Cooperative Groups/Stations

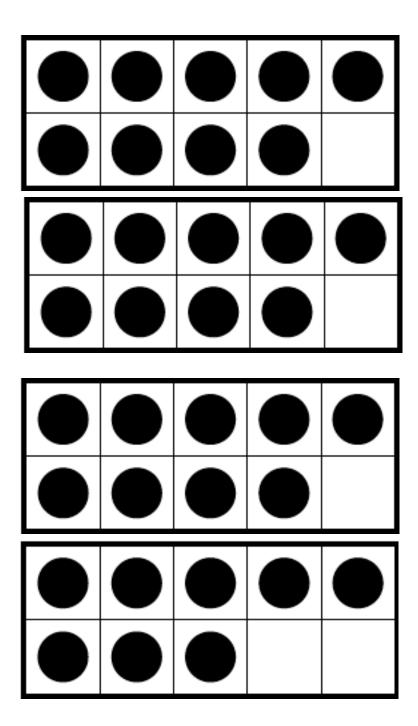
Procedure: This game is played in pairs.

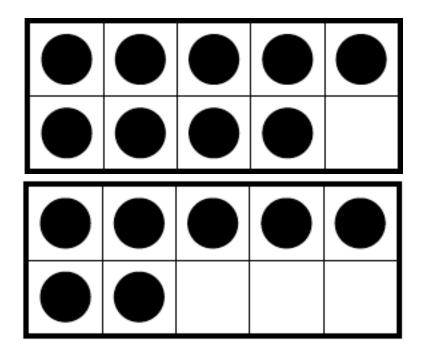
- Students should shuffle and place the memory cards face down.
- The first student turns over two cards, trying to find two cards showing the same number of dots. If no match is found, the student turns the cards back over and the turn passes to the next player. If a match is found, the student records the match on the recording sheet using an equal sign between the models to write the number sentence.
- The player making a match gets a second try before the turn passes to the next player.
- Memory card decks can consist of ten-frame models only or a mixture of ten-frames and digits. Students should be exposed to examples like 6+4=7+3 as well as 6+4=10. The object of the game is to get 4 equal statements.

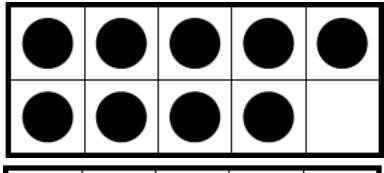
*Remember there will be more than one combination of ten-frame cards with the same sum.

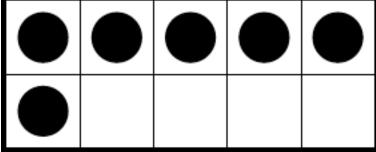
Equal Pairs Recording Sheet

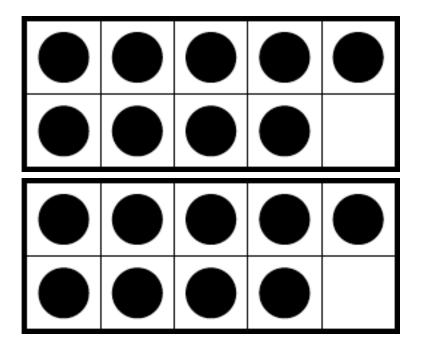
Equal Ten-Frame Models	Number Sentence Using =
	+=+
	+=+
	+=+
	+=+
	+=+

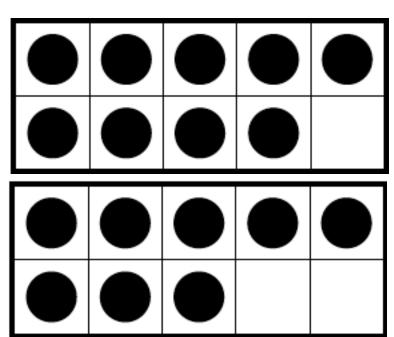


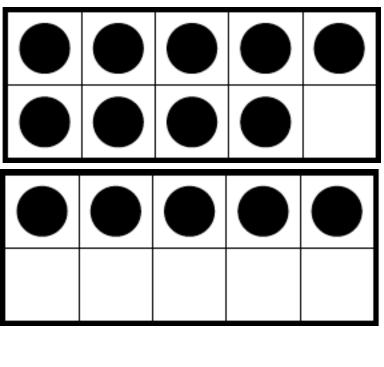


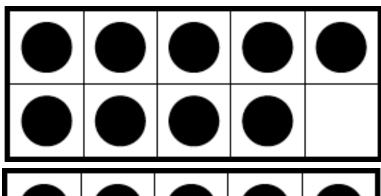


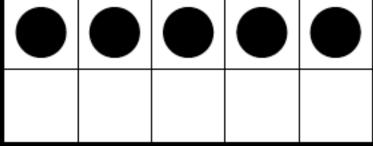


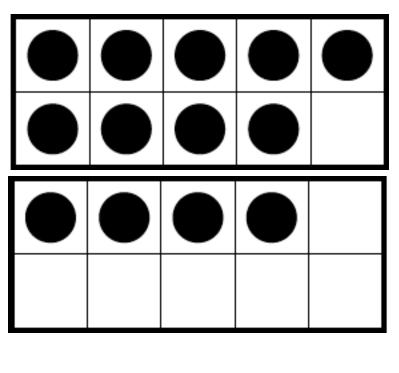


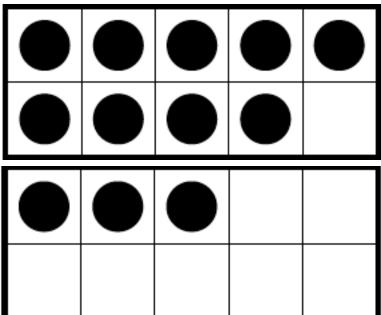


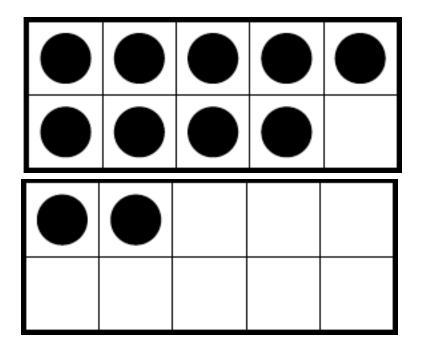


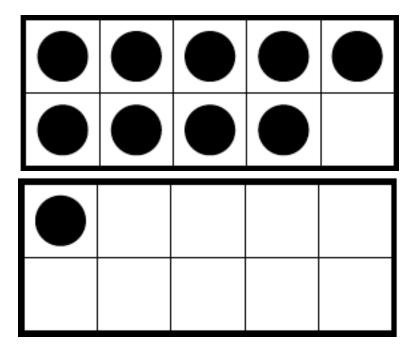


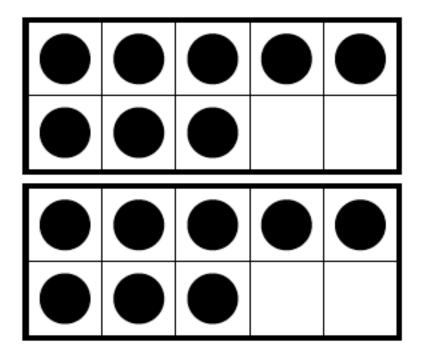


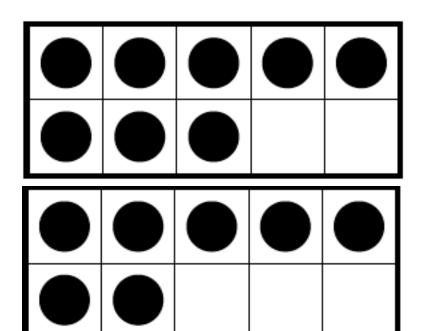


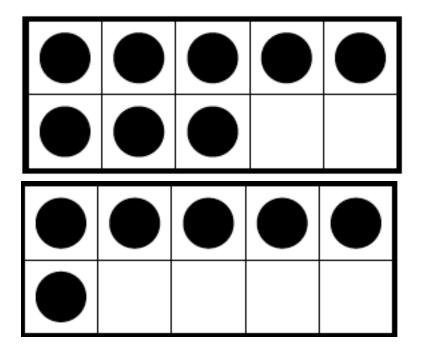


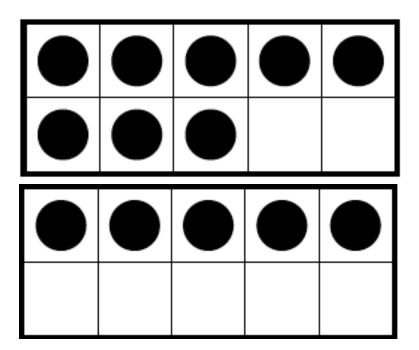


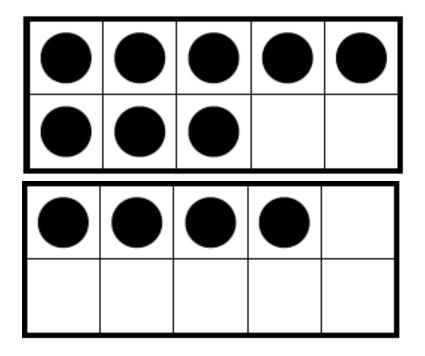


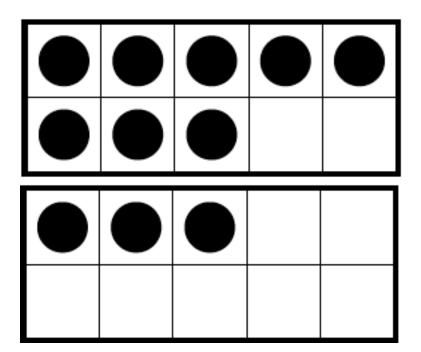


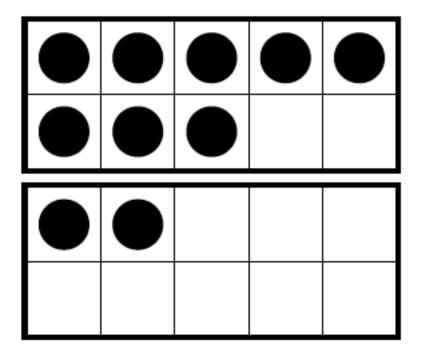


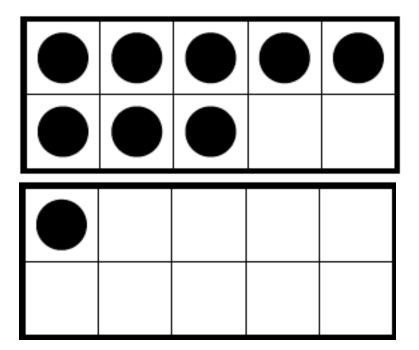


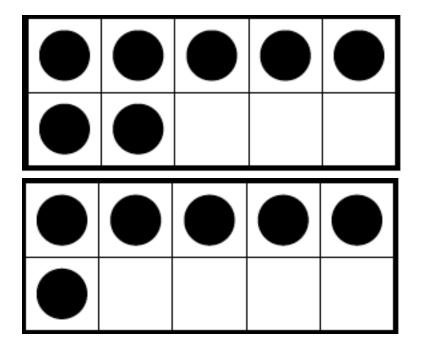


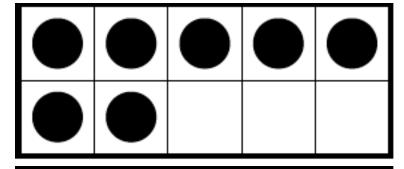


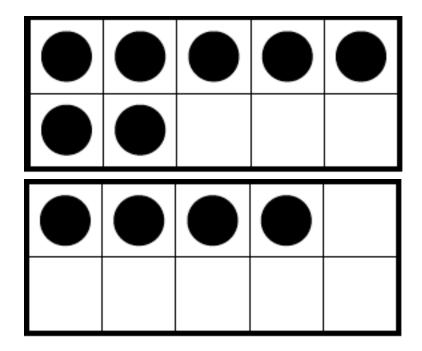


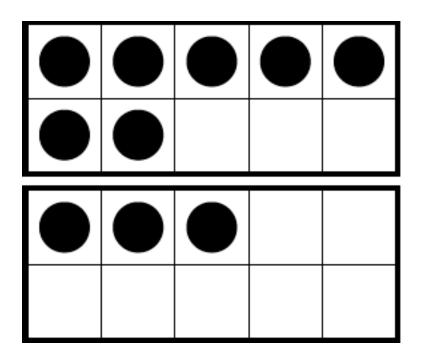


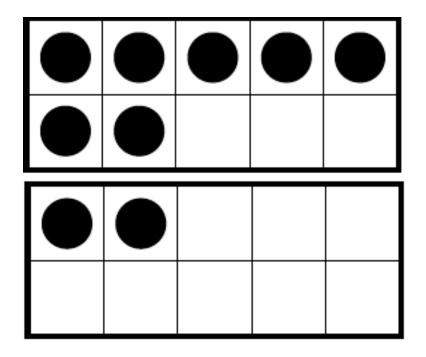


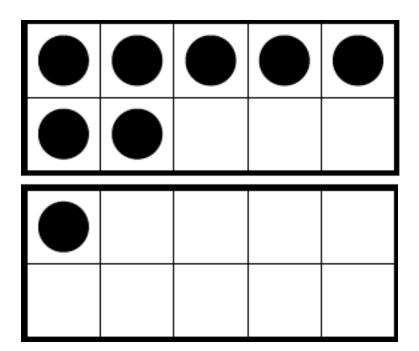


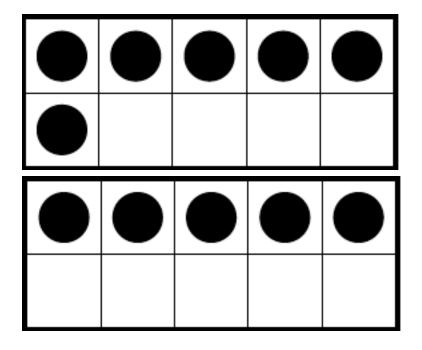


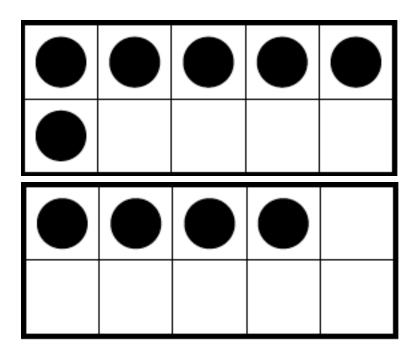


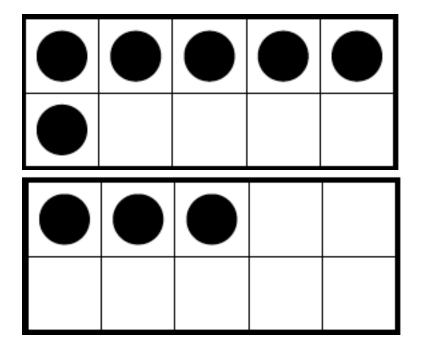


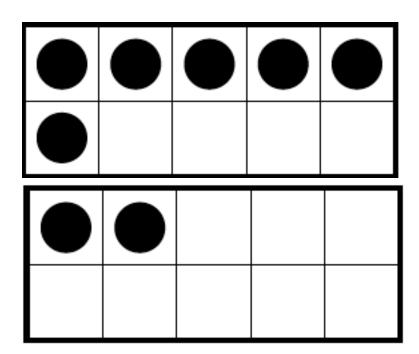


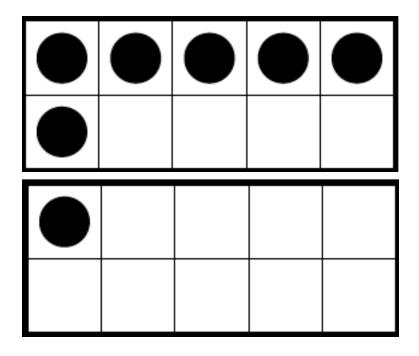


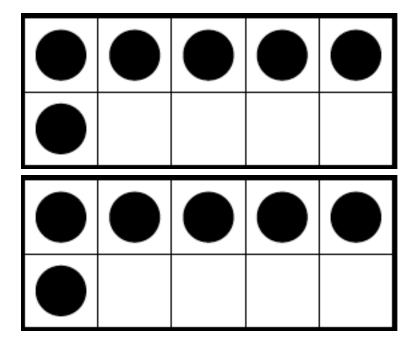


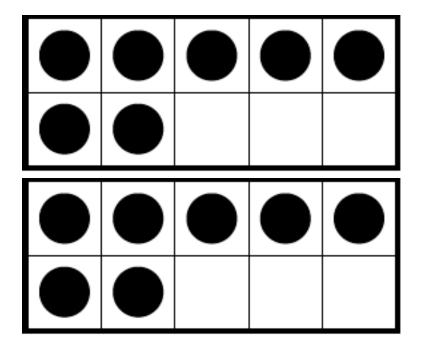


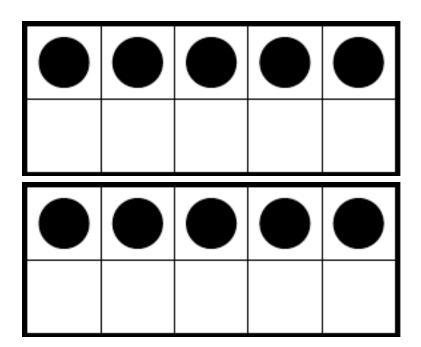


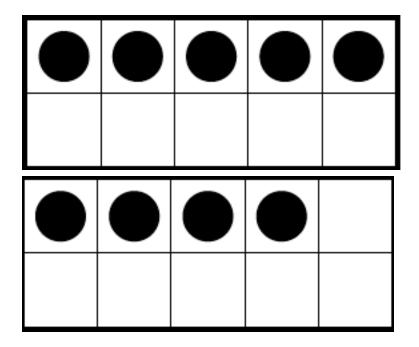


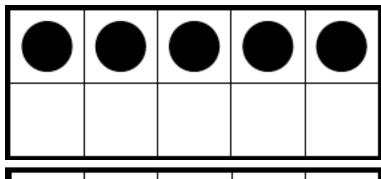


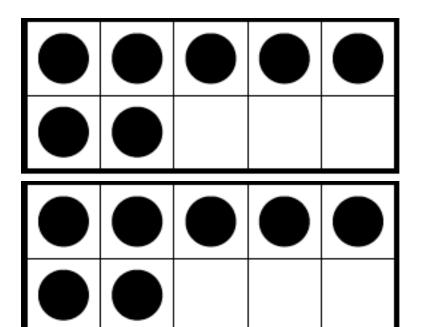


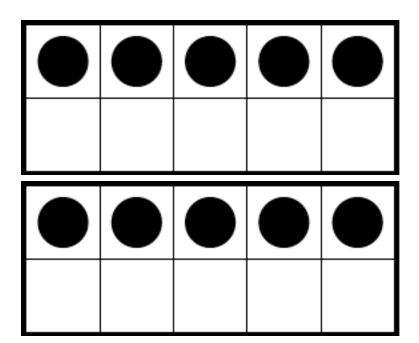


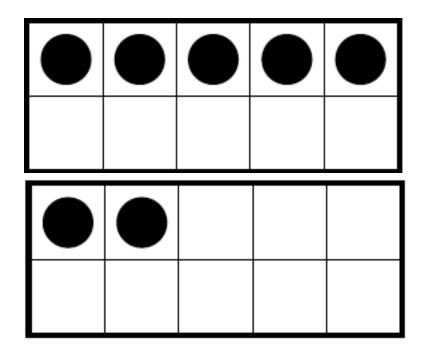


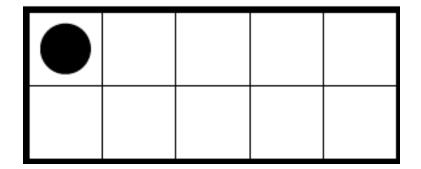


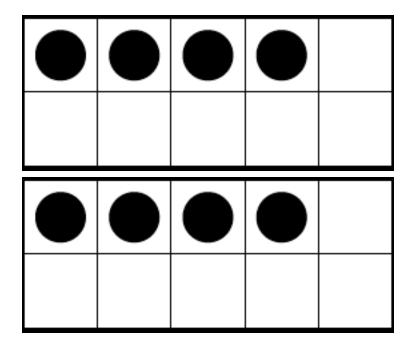


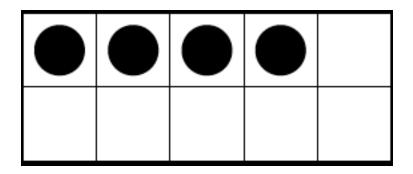


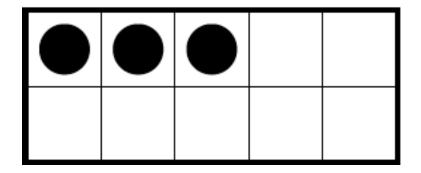


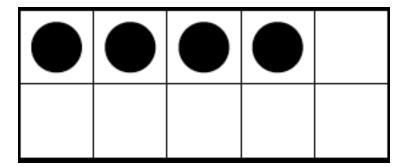


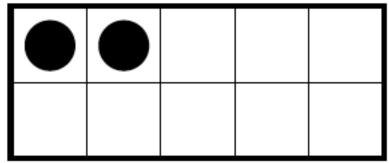


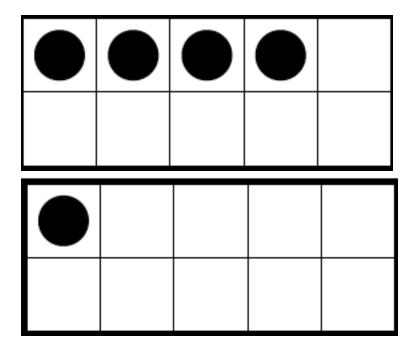


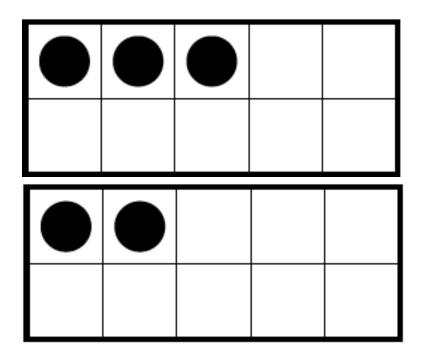


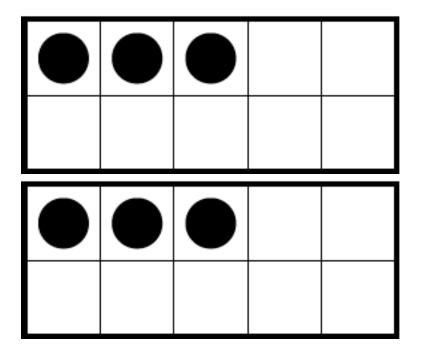


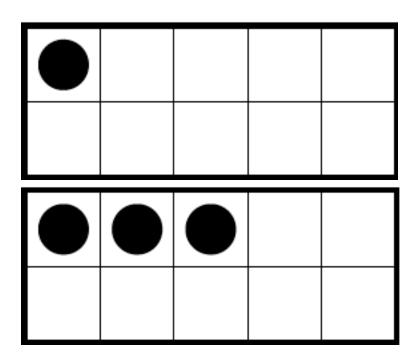


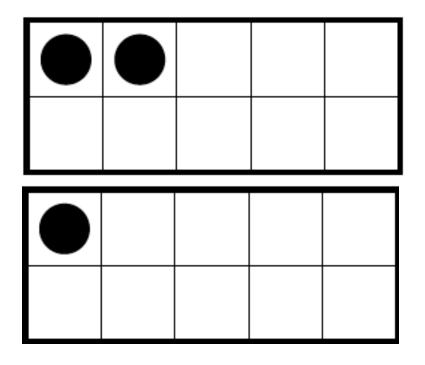


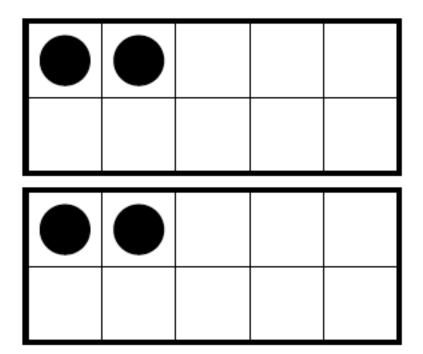


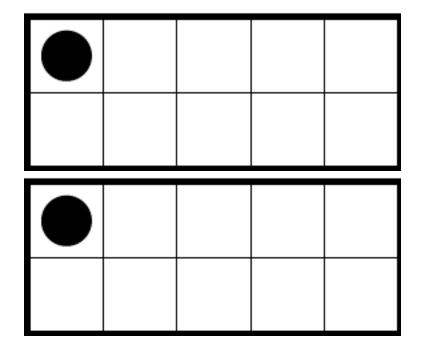












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