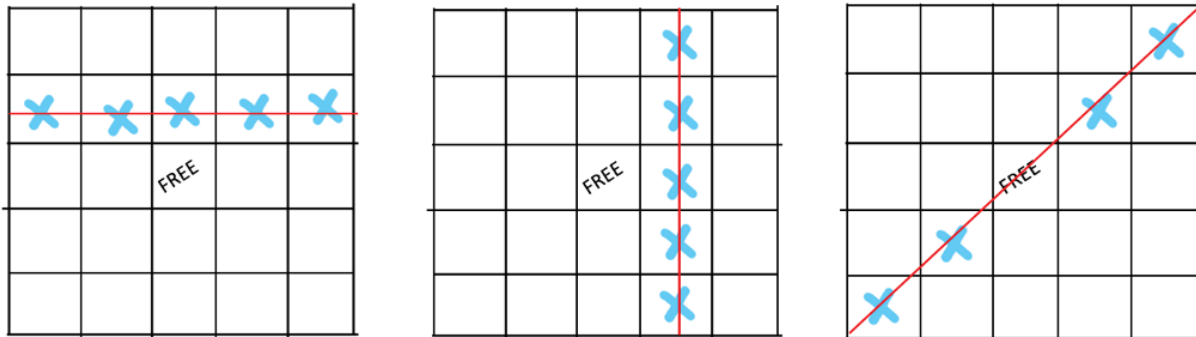


Ten & More Bingo

Object of the Game

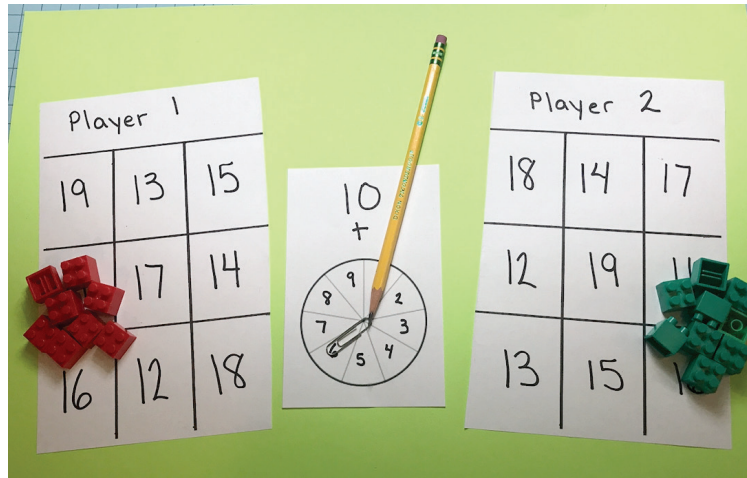
You can choose from two different Bingo boards. In version 1, the first player to claim 3 spaces in a row, column, or on the diagonal wins the game. In version 2, the first player to claim 5 spaces in a row, column, or on the diagonal wins the game.



3 ways to win!

Materials

- 1 Ten & More Spinner
Print the spinners, use a digital spinner, or make your own.
- 2 Bingo boards
(1 for each player)
Print the Bingo boards or make your own. There are two Bingo board versions: Version 1 has 9 spaces and version 2 has 25 spaces.
- Game markers (9 for each player in version 1, and 25 for each player in version 2) *You can use dried beans, buttons, coins, paper scraps, small toys such as building blocks, etc.*
- Pencil and a paper clip or safety pin, if using a paper spinner
- Scratch paper (optional)



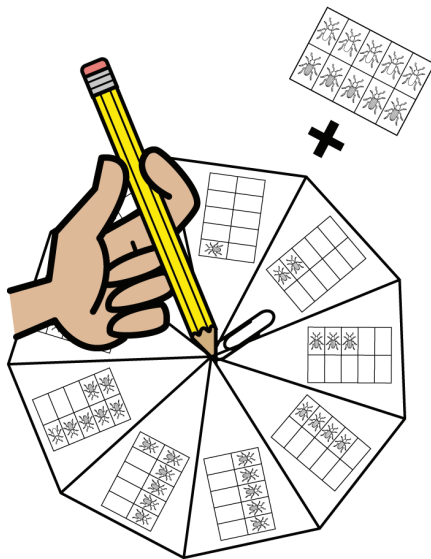
Skills

This game helps us practice

- Identifying numbers 1–20
- Understanding that the numbers 11–19 are made of 10 and some more ones
- Adding 10 to single-digit numbers and counting on from 10

How to Play

1. Get ready to play:
 - » Choose the spinner and Bingo board you'd like to use.
 - » If making your own boards, write numbers from 11 to 19 in random order in 9 squares for version 1. Use each number only once. For version 2, write numbers from 11 to 19 in random order in 25 squares. You'll use each number more than once. Make the center square a free spot.
 - » Decide who will go first.
2. Player 1 spins the spinner and adds 10 to the number. If the player has the number that matches the sum of this equation on their board, the player covers the number with a game marker.



TEN & MORE BINGO (VERSION 1) B		
18	14	17
■	19	11
13	15	16

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I spun 2, and $10 + 2$ is 12. I'll cover 12 on my board.

3. Player 2 takes a turn spinning the spinner, adding 10 to the number spun, and covering the sum on their board.
4. Players continue spinning the spinner and claiming spots on their Bingo boards.
 - » Each player can claim only 1 space per turn.
 - » Sometimes it's not possible to claim a space, so players will need to wait for their next turn.
5. In version 1, the first player to get 3 spaces in a row, column, or on the diagonal calls, "Bingo!" and wins! (In version 2, the winner is the first player to get 5 spaces in a row, column, or on the diagonal.)
6. Have fun!

Tips for Families

Before the game:

- Choose a spinner. Either spinner works with both Bingo board versions. The Bug spinner allows students to count the bugs in the ten-frame and to continue counting the bugs spun in the circle to get the total.
- Ask your child to name the numbers on their Bingo board.
- If not using the printed Bingo boards, help your child set up their Bingo board. With younger students, you might write the numbers, and then have your child trace over your writing with a marker or crayon.

During the game:

- Ask your child to read the number on the board before covering it up.
- Ask about the equation: I see that you spun a 6. What is 10 plus 6?

Note: *If using the Bug spinner, young children will often count all the bugs, starting from 1 on the top ten-frame and continuing from there to find the total. This method is very appropriate for kindergarten students. However, if your first grader is working this way, help them use a more efficient strategy. Here are a couple of ideas:*

- ✎ Count on from 10, using the bugs on the spinner to help. To solve $10 + 3$, for example, think 10... 11, 12, 13. The answer is 13!
- ✎ Look for and use patterns, like the fact that when you add a 1-digit number to 10, that number moves into the ones place and makes the related teen number: $10 + 1 = 11$, $10 + 2 = 12$, $10 + 3 = 13$, and so on. You can even hear the pattern for many of the combinations: $10 + 4$ is fourteen, $10 + 6$ is sixteen, and so on.

- Talk about strategy. Ask: What number do you hope to get on your next turn? What would you need to spin to get it?

After the game:

- Talk about the structure of teen numbers. Here's an example:

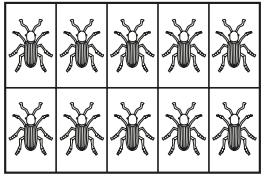
Hmmm, this is interesting. I noticed when you got 10 and 6, it was 16. When I got 10 and 4, it was 14. It seems like every time we add a number to 10, it turns out to be the teen number that matches. Let's try a couple more like that and see if it works. What's $10 + 7$? Do you think it might be 17?

Change It Up

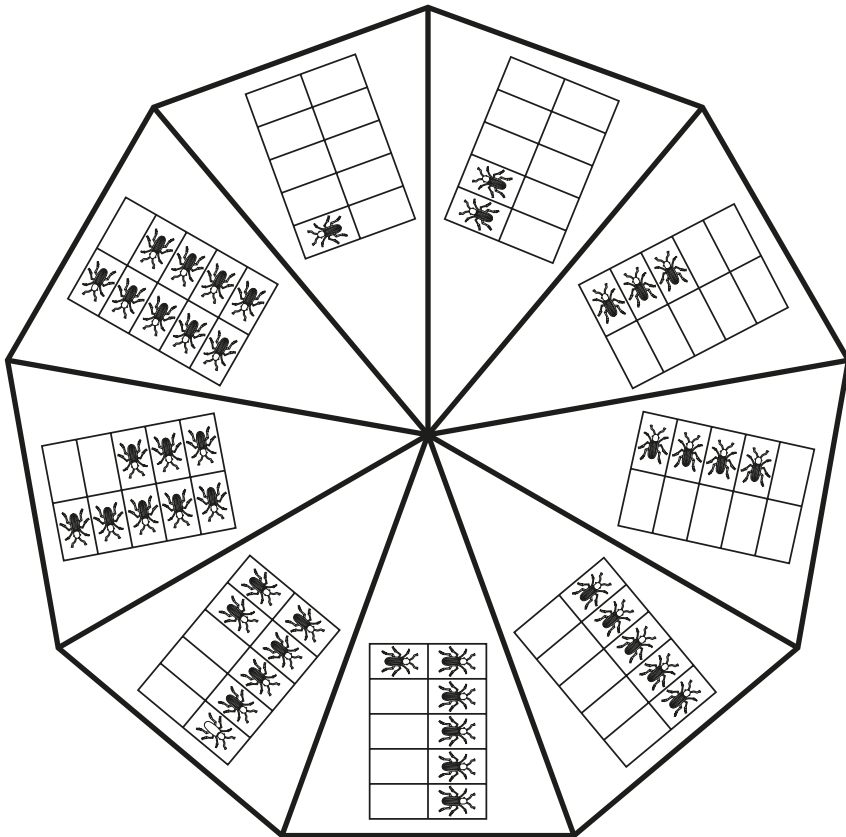
Making even small changes to a game can invite new ways of thinking about the math. Try making one of the changes below.

- After claiming a spot, have the player clap, hop or do another action as many times as the number claimed. (As player 1 hops, have player 2 count the hops out loud.)
- After spinning the spinner, have players record the equation on scratch paper. (If a player spins 3, they write $10 + 3 = 13$ on their scratch paper, and then cover 13 on their Bingo board.)
- Try a different spinner or a different Bingo board (There are 2 versions of each with this game.) Which one do you like best? Why?
- Allow players to claim more than 1 space per turn, when possible. (This option is for Bingo board version 2.)
- Play with 3 or more players. You'll need to print or make additional Bingo boards.

TEN & MORE SPINNERS

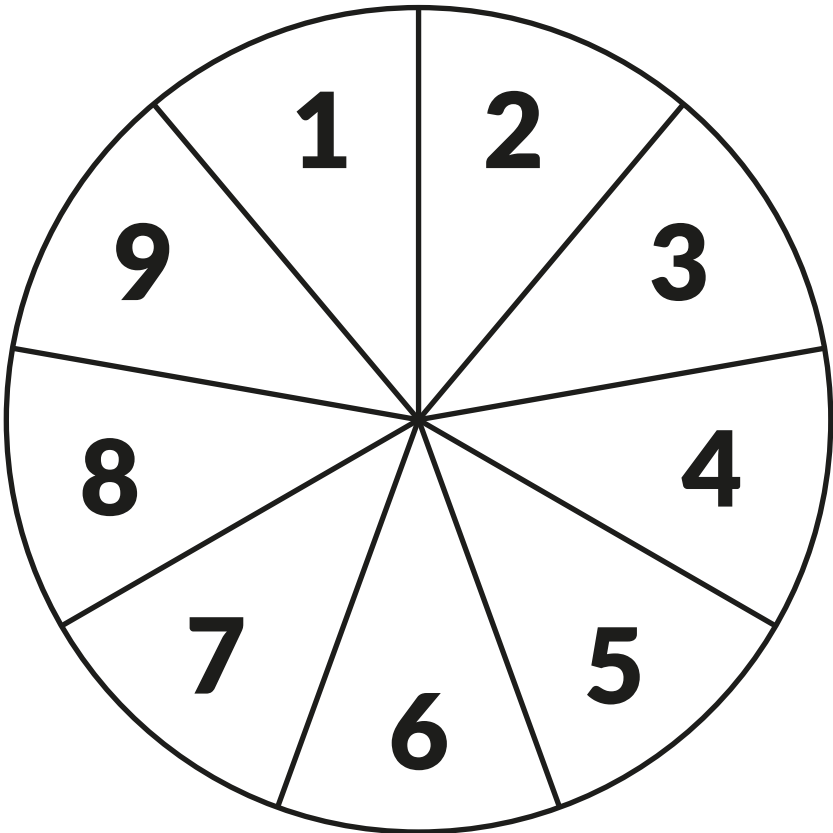


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10

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TEN & MORE BINGO (VERSION 1) A



19	13	15
11	17	14
16	12	18

TEN & MORE BINGO (VERSION 1) B

18	14	17
12	19	11
13	15	16

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TEN & MORE BINGO (VERSION 2) A

17	11	15	12	16
14	17	18	16	12
18	13	FREE	19	13
11	15	14	13	11
12	17	16	18	19

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TEN & MORE BINGO (VERSION 2) B

13	12	17	16	19
18	11	15	12	16
14	15	FREE	11	14
19	11	19	13	18
15	17	18	16	12

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