

# Bridges in Mathematics Tech-Enhanced Activity for Seesaw

## Ten & Some More

This activity is based on The Math Learning Center’s Tech-Enhanced Activities (TEAs), adapted from the Bridges in Mathematics Second Edition PK–5 math curriculum. This activity is designed to support Bridges Kindergarten, Unit 6, Module 3, [Session 1](#) and [Session 2](#) (login required). For standards alignment, refer to the Bridges sessions.

### Overview

The work supports students’ understanding of teen numbers as ten and some more ones. It focuses on number order and matching numerals to quantities.		
	<b>Students will:</b>	<b>Assets</b>
<a href="#">Part 1</a>	Order double ten-frame dot cards and explore teen numbers.	Double Ten-Frame Cards
<a href="#">Part 2</a>	Match numerals to double ten-frame dot cards and use a series of clues to determine a mystery teen number, focusing on number order and comparisons.	Mystery Number
<a href="#">Part 3</a>	Review facts about teen numbers and use clues to solve a series of mystery numbers.	More Mystery Numbers

### Content notes:

1. The content of this TEA aligns with Sessions 1 and 2. Part 1 aligns with Session 1, steps 4–6, in which students order double ten-frame dot cards. Part 1 ends with Step 16 from Session 1, in which students identify a few numbers between 10 and 20.
2. Part 2 aligns with Session 1, steps 8–15. Students determine a mystery number after a series of clues. The mystery number activity appears twice in Part 2.
3. Part 3 aligns with Session 2, steps 4, and 9–12. Students do not write the series of teen numbers but eliminate both numerals and the double ten-frame cards based on clues, as in the session. The mystery number activity is repeated three times in Part 3.

## Part 1: Double Ten-Frame Cards [[Seesaw](#)]

*Students order double ten-frame dot cards and explore teen numbers.*

1. Choose your delivery method:

<b>If delivering asynchronously</b> <ul style="list-style-type: none"><li>• Students self-pace through the activity.</li><li>• Students work through each page with audio and visual support, ordering double ten-frame cards and answering questions about the cards.</li></ul>	<b>If delivering synchronously</b> <ul style="list-style-type: none"><li>• Start a Zoom or Google Meet session.</li><li>• Open the activity and share your screen. Students do not yet need to open their copy.</li><li>• Facilitate a discussion about what students notice about the double ten-frame dot cards.</li><li>• Have students open their copy of the activity.</li><li>• Preview the remaining pages beginning with “Order the cards from least to greatest,” ensuring the students understand how to order the cards.</li><li>• Invite students to complete the pages independently.</li></ul>
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## Part 2: Mystery Number [[Seesaw](#)]

*Students match numerals to double ten-frame dot cards and use a series of clues to determine a mystery teen number, focusing on number order and comparisons.*

1. If facilitating synchronously, students will need a piece of paper and writing utensil during Part 2.
2. Choose your delivery method:

If delivering asynchronously	If delivering synchronously
<ul style="list-style-type: none"><li>• Students self-pace through the activity.</li><li>• Students work through each page with audio and visual support, finding the mystery numbers using clues.</li></ul>	<ul style="list-style-type: none"><li>• Start a Zoom or Google Meet session.</li><li>• Open the activity and share your screen. Students do not yet need to open their copy.</li><li>• Facilitate a discussion of teen numbers, focusing on the idea of teen numbers always including 10 and more.</li><li>• On the “Practice writing numbers 10 to 20” page, have students write the numbers from 10 to 20 on a separate sheet of paper. Invite them to share their work by holding up their papers to the camera.</li><li>• Complete the first round of mystery number with the students, inviting them to determine which numbers/cards to cover and which one, ultimately, to circle.</li><li>• Preview the last two pages and invite students to solve the additional mystery number problem independently.</li></ul>

### Part 3: More Mystery Numbers [[Seesaw](#)]

*Students review facts about teen numbers and use clues to solve a series of mystery numbers.*

1. Choose your delivery method:

<b>If delivering asynchronously</b> <ul style="list-style-type: none"><li>• Students self-pace through the activity.</li><li>• Students work through each page with audio and visual support, finding the mystery numbers using clues.</li></ul>	<b>If delivering synchronously</b> <ul style="list-style-type: none"><li>• Start a Zoom or Google Meet session.</li><li>• Open the activity and share your screen.</li><li>• Facilitate a discussion about each of the teen numbers. Invite students to count the dots in the bottom row of each double ten-frame dot card to determine how many more.</li><li>• Have students open their copy of the activity.</li><li>• Review the directions for solving the mystery number problems.</li><li>• Invite students to solve the additional mystery number problems independently.</li></ul>
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2. As an extension, you can suggest that your students play [Ten & More Bingo](#) at home with a family member. This game offers additional practice with teen numbers.