

Bridges in Mathematics Tech-Enhanced Activity for Seesaw

Combinations to Ten

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 4, [Session 2](#) and [Session 3](#) (login required). For standards alignment, refer to the Bridges sessions.

Overview

The work supports students’ understanding of writing addition equations for combinations to 10. The primary visual models are ten-frame dots and Unifix cubes.		
	Students will:	Assets
Part 1	Write addition equations and use dots within ten-frames to add 5 and another number.	Five Plus Another Number
Part 2	Learn how to play Fill It Up Five +, a game involving dots within ten-frames and addition equations.	Fill It Up Five +
Part 3	Use Unifix trains to build combinations to 10 and write the related addition equations.	Unifix Trains & Equations

Content notes:

1. In Part 1, students play a “flashing game” with ten-frames. This aligns with Session 3 steps 1–4. In Part 2, students learn and play the game Fill It Up Five +. This aligns with Session 3 steps 5–10.
2. In Part 3, students use Unifix trains to build combinations to 10. This aligns with Session 2 steps 5–20 (combinations of 5, 6, and 7) and the record sheet variation from Session 4 (combinations for 8, 9, and 10). The challenge problem extends the learning from this session to include 3-added combinations.
3. The Session 2 sorting warm-up (steps 1–4) is not included in this TEA.

Part 1: Five Plus Another Number [\[Seesaw\]](#)

Students write addition equations and use dots within ten-frames to add 5 and another number.

1. Choose your delivery method:

If delivering asynchronously <ul style="list-style-type: none">• Students self-pace through the activity with visual and audio support.• Students answer questions about dots within ten-frames and record the related addition equations.	If delivering synchronously <ul style="list-style-type: none">• Start a Zoom or Google Meet session.• Open the activity and share your screen. Students do not yet need to open their copy.• Use the pages to facilitate a discussion about writing equations to match dots within ten-frames. Annotate your pages with student thinking.• Have students open their copy of the activity when you get to the “Ten-Frames Flash” pages.• Preview the last four pages and invite students to solve the problems on those pages. If you think your class would find it helpful, complete the first Ten-Frame Flash problem together as a group.
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2. Prior to Part 2, review responses to the Ten-Frame Flash problems to assess how comfortable your students are with writing addition equations.

Part 2: Fill It Up Five + [Seesaw](#)

Students learn how to play *Fill It Up Five +*, a game involving dots within ten-frames and addition equations.

Alternative Option:

[Fill It Up Five + DDM](#) (synchronous learning)

1. For synchronous delivery, we recommend that you omit the last three pages and use the Fill It Up Five + DDM (Digital Display Material) to demonstrate gameplay.
2. Choose your delivery method:

If delivering asynchronously <ul style="list-style-type: none">• Students self-pace through the activity with visual and audio support.• Students respond to the prompts as they learn how to play a modified version of a new game, Fill It Up Five +.	If delivering synchronously <ul style="list-style-type: none">• Prior to the activity, make sure you are comfortable working with the Fill It Up Five + DDM.• Start a Zoom or Google Meet session.• Open the activity and share your screen.• Facilitate a class discussion about writing equations to match the dots within ten-frames. Annotate your pages with student thinking.• If you are omitting the last three pages, open the Fill It Up Five + DDM when you get to the “How to play” page and share the screen with students. Students are not expected to open this digital game on their own devices. Discuss the rules and demonstrate how to take a turn. Game rules and potential questions for students can be found in Session 2 steps 7 and 8. (The ten-frame dot cards are included on the DDM for optional support or practice. They are not required to play the game.)• If time allows, play a teacher-versus-students game and show each turn on your shared screen.
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Part 3: Unifix Trains & Equations [[Seesaw](#)]

Students use Unifix trains to build combinations to 10 and write the related addition equations.

1. Choose your delivery method:

If delivering asynchronously <ul style="list-style-type: none">• Students self-pace through the activity with visual and audio support.• Students write equations and use Unifix cubes to build numbers to 10.	If delivering synchronously <ul style="list-style-type: none">• Start a Zoom or Google Meet session.• Open the activity and share your screen. Students do not yet need to open their copy.• Use the activity to facilitate a discussion about building numbers to 10 and writing the related addition equations. Annotate your pages with student thinking.• If you or your students have physical Unifix cubes available, consider using them to model the problems shown on the pages.• When you get to the “Make 9” page, have students open their copy of the activity.• Preview the last three pages and invite students to solve the problems on those pages.
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