Benchmarks of 5 & 10

Evergreen Games
Bump

Materials: Regular die (wooden cube with 0-5 written on the sides if playing Make 5), Bump Game Board, and cubes

Each child takes 8 unifix cubes of one color. Their partner should have 8 of a different color. The first child rolls 1 die and puts a cube on the spot that has the amount needed to Make 5 (or Make 10). If the other player’s cube is on that number, they get to BUMP it off. If your own cube is already on that number, link another cube with it and it freezes that spot. Any time there are two cubes of the same color on a spot, that freezes that spot and you cannot bump that person’s marker off. The winner is the player that uses all of their markers first.
Make Five
BUMP
Make Ten
BUMP
Make Ten

BUMP
Materials: Regular die (wooden cube with 0-5 written on the sides if playing Make 5), Capture 4 board game, and cubes or whiteboard markers

Students roll a die and place a cube on the spot that has the amount needed to Make 5 (or 10). They capture that spot by placing a cube on that spot or you can put the game board in a sheet protector and have them mark off the spots they capture with whiteboard markers (each student would need their own color).
Player rolls a wooden cube that has the numbers 0-5 written on the sides. They then place their marker on the five frame that would go with the number they rolled to Make 5.
Player rolls a regular die. They then place their marker on the ten frame that would go with the number they rolled to Make 10.
Player rolls a regular die. They then place their marker on the ten frame that would go with the number they rolled to Make 10.
Hand out a card to each student (there are 6 cards). Some students may need to have 2 depending upon how many students you have, but this game is designed to be used in a small group setting. It is important to use all the cards in a set.

Choose a student to go first, and have him/her read the card aloud. The student who has the card with the answer then reads that answer aloud: “I have __”. This student will then read the question at the bottom of their card – ‘Who has ___?’ Then the student with the card that answers the question responds. Every card in the set is connected to a card before it and a card after it.

Play continues in this fashion until all of the cards have been played. The game will end with the same student who started play.
<table>
<thead>
<tr>
<th>I have</th>
<th>Who has</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>1 More Than 5</td>
</tr>
<tr>
<td>5</td>
<td>2 Less Than 5</td>
</tr>
<tr>
<td>5</td>
<td>1 Less Than 5</td>
</tr>
<tr>
<td>5</td>
<td>3 Less Than 5</td>
</tr>
<tr>
<td>5</td>
<td>4 Less Than 5</td>
</tr>
<tr>
<td>5</td>
<td>2 More Than 5</td>
</tr>
</tbody>
</table>
Who has 1 Less Than 10
I have

Who has 1 More Than 10
I have

Who has 2 Less Than 10
I have

Who has 2 More Than 10
I have

Who has 3 Less Than 10
I have

Who has 4 Less Than 10
I have

Who has 1 Less Than 10
<table>
<thead>
<tr>
<th>I have</th>
<th>I have</th>
<th>I have</th>
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<tbody>
<tr>
<td>16</td>
<td>18</td>
<td>17</td>
</tr>
<tr>
<td><strong>Who has</strong></td>
<td><strong>Who has</strong></td>
<td><strong>Who has</strong></td>
</tr>
<tr>
<td>10 + 8</td>
<td>10 + 7</td>
<td>10 + 5</td>
</tr>
<tr>
<td>I have</td>
<td>I have</td>
<td>I have</td>
</tr>
<tr>
<td>15</td>
<td>20</td>
<td>19</td>
</tr>
<tr>
<td><strong>Who has</strong></td>
<td><strong>Who has</strong></td>
<td><strong>Who has</strong></td>
</tr>
<tr>
<td>10 + 10</td>
<td>10 + 9</td>
<td>10 + 6</td>
</tr>
</tbody>
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Memory

Materials: 20 Memory cards cut out

Lay the set of cards out, face down in columns & rows. Children take turns flipping over 2 cards at a time to see if they can match visuals that will Make 5 (or Make 10). If they do “match”, they keep the cards. If they do not match, they flip them back over and it is the next player’s turn.
<p>| | | | | | |</p>
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<tbody>
<tr>
<td>1</td>
<td>9</td>
<td>2</td>
<td>8</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>5</td>
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<tr>
<td>2</td>
<td>8</td>
<td>1</td>
<td>9</td>
<td>4</td>
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</tbody>
</table>
Materials: Regular die and a Difference to... Game Board

Students roll die, color in that amount on the ten frame, and then find the difference to 5 or to 10.

The game board can printed out and slipped into sheet protector. Then students can write on the sheet protector with whiteboard markers and wipe it off for each new game. This also allows for you to change the number that they are trying to find the ‘difference to’ each time without needing to print off a new game.
1) Roll the die.
2) Color in the amount you rolled in your five frame.
3) Find the difference to __5__.
4) The player with the smallest difference wins.
5) Wipe off your work and PLAY AGAIN.
Difference to 10

Player 1

1) **Roll the die.**

2) **Color in the amount you rolled in your ten frame.**

3) **Find the difference to \_
\_10\_.**

4) **The player with the smallest difference wins.**

5) **Wipe off your work and PLAY AGAIN.**

Player 2
1) Roll the die.
2) Push that amount over on your MathRack and draw it above.
3) Find the difference to ____.
4) The player with the smallest difference wins.
5) Wipe off your work and PLAY AGAIN.
Materials: **Deck of Ten Frame Cards** (or regular deck of cards with 10s and face cards removed)

This game is played just like Go Fish, but instead of asking a person for the same card, you ask for the card that goes with yours to ‘Make 10.’

Each player gets 5 cards. Player 1 asks any player in the game for the card he/she needs to go with one of their cards to make a 10. For example, if Player 1 has a 6, then they would pick any player and ask them “Do you have a 4?”

If that player has the card, they hand it over and Player 1 would lay the match down in front of them. If that player does not have the card, they tell Player 1 to “Go Fish,” and Player 1 draws a card from the deck, then play continues to the next player.

Play until one player gets rid of all their cards. The player with the most “matches” wins.