

A game suitable for EYFS and Year 1 pupils.

## Make 10

7	6	2	9	8
5	4	3	7	0
1	8	10	2	8
4	6	5	5	1
9	10	0	2	3

Pick one of the 0-10 cards randomly from a pile. Place a counter, pebble or button over the number that pairs with the number on your number card and makes 10. Replace the card when you have finished.

e.g. if you pick a 7 card then you would cover 3 as  $7 + 3 = 10$ .

The winner is the person with the most covered before somebody cannot go as all their possibilities are covered already.

**Variations of play**

Use two different coloured counters or something different for each player.

Play 3 in a row and when somebody gets 3 counters in a row horizontally, vertically or diagonally then they win.

**Make it harder:**

Pick 2 cards and add these together. Then you have to cover the third number which will make the total to 10.

e.g. if you pick a 2 and 4 card this equals 6. You then need to cover a 4 on the board to equal 10.

$$2 + 4 + 4 = 10$$

0	6
1	7
2	8
3	9
4	10
5	

