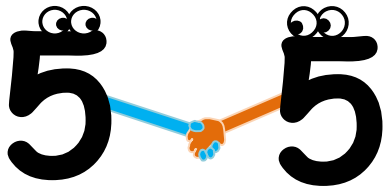
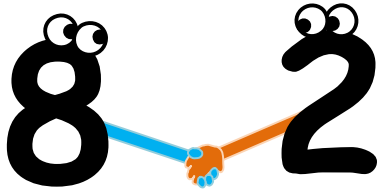
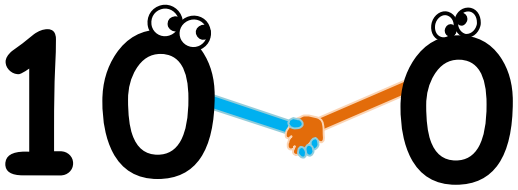
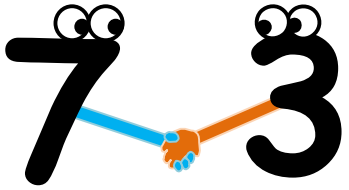
Best Friends OF Ten









Created by Marjorie Sheridan
http://www.teacherspayteachers.com/Store/Marjorie-Sheridan

Best Friends of Ten

Best Friends of Ten is a primary math concept/strategy designed to help strengthen number sense and build a solid understanding of the number 10. Once students become automatic in the combinations, the strategy becomes a stepping stone for fluency in combinations to 100 and 1000.

After a bit of practice with the combinations to ten, I added Best Friends of 100 by holding up a 30 and asking students who the best friend could be. After an initial silence, one student answered "70." I held up a 40. Another student answered, "60." One by one I could see the light bulbs coming on as my first graders figured out that the same combinations to ten were also used for 100 – just add a 0!

These stories for each "best friend" pair are helpful when the combinations are initially introduced.

0 + 10: Ten and Zero are best friends because they have a lot in common. They both contain zeros. When Zero is alone, he is always a little confused, so Ten likes to be there to help him out.

1 + 9: One and Nine are also best friends. Nine is a body builder with strong muscles. He goes to the gym every day. One admires Nine's muscles and wants to be like him. Nine is trying to help One become big and strong, so they spend a lot of time working out at the gym.

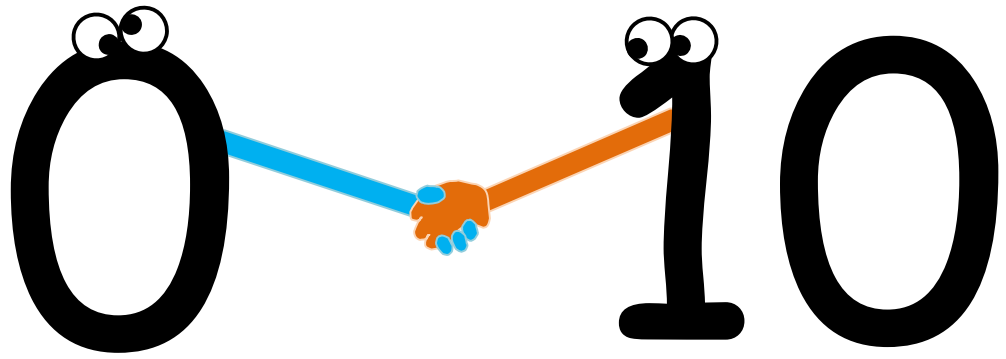
2 + 8: Two and Eight are best friends because Two always lets Eight know how many circles he has in his body.

5 + 5: Five and Five are best friends for obvious reasons – they are twins!

3 + 7: Three and Seven are best friends because Three is bumpy and roundish, and Seven is straight with an angle. They are also both proud that they are "open" shapes.

4 + 6: Four and Six are best friends because they are shaped like noses. Six has a round nose, and Four has a pointed one. They never get tired of talking to each other about their noses.

The subsequent page (with the red border) can be used to print and post in your math or calendar area as a visual reminder of the Best Friends of Ten.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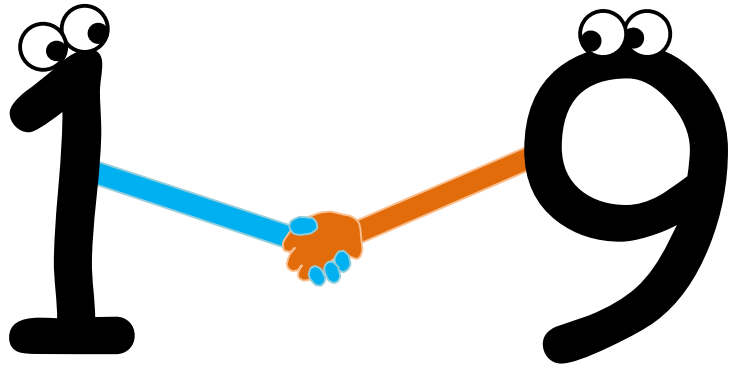
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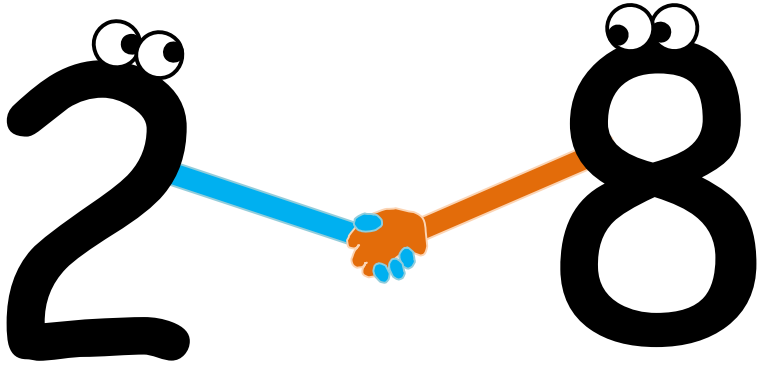
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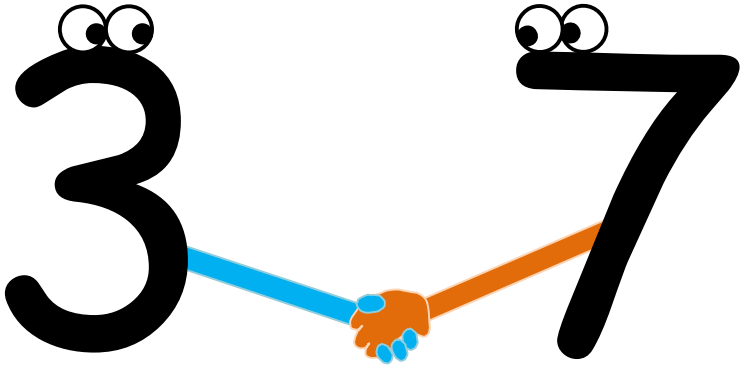
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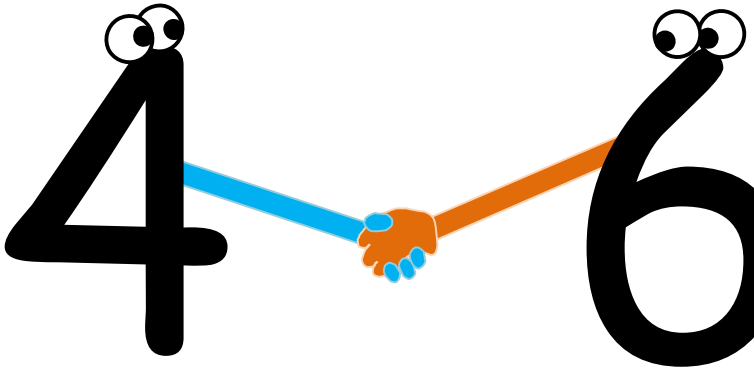
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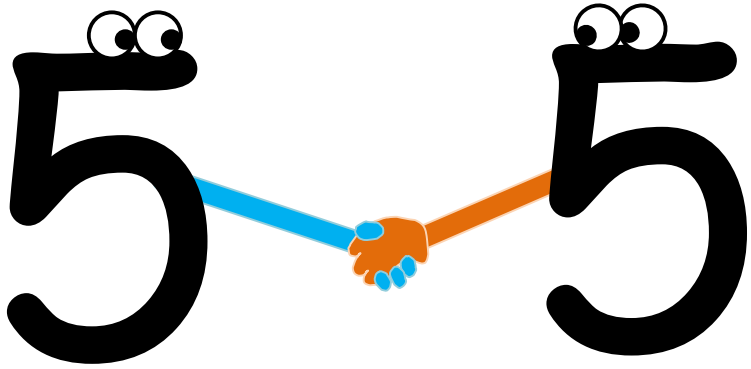

5
5

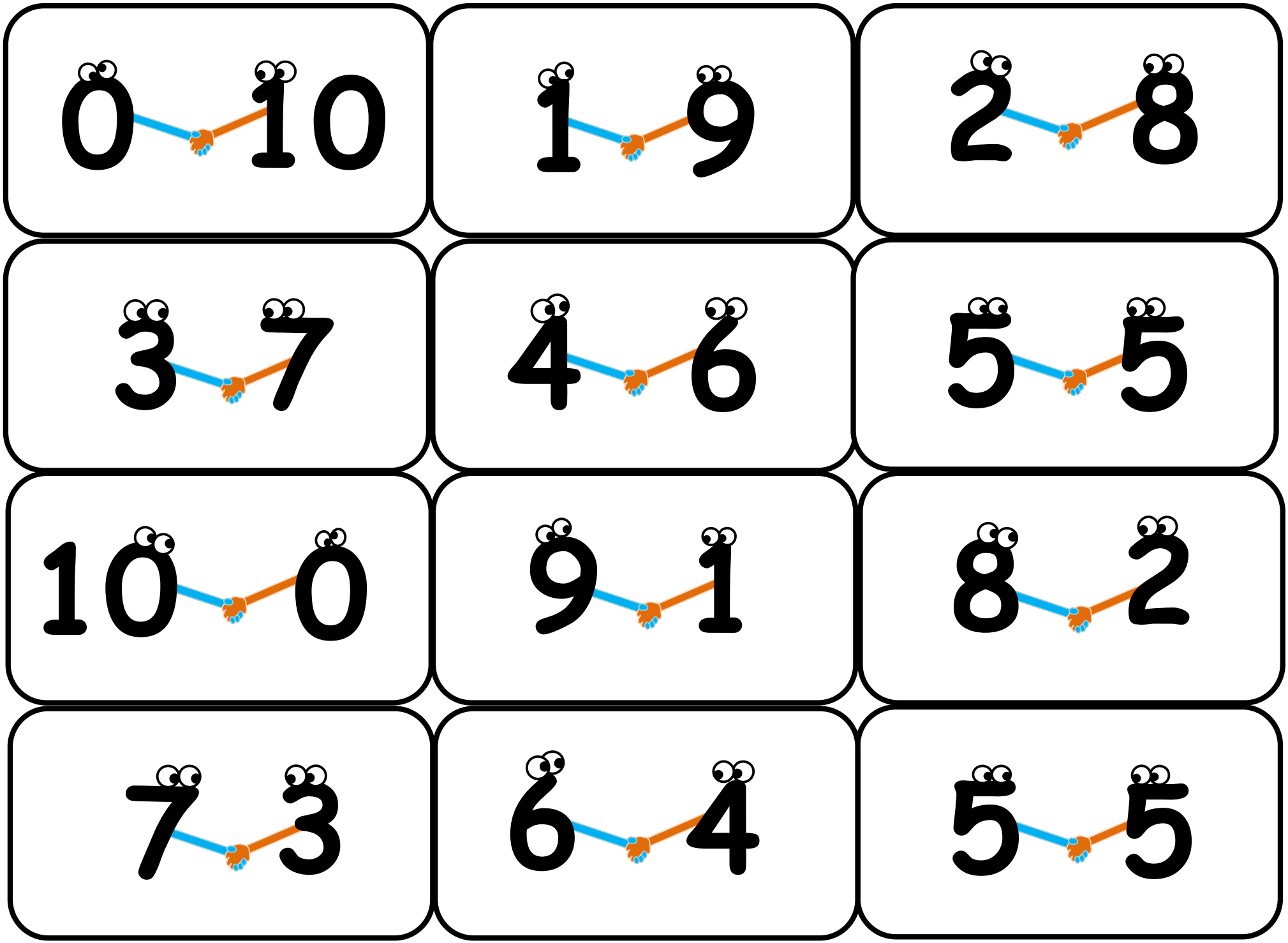
Best friend cards are designed for games such as "Find a Friend Memory Game," "Best Friends of Ten Fish," or can be simply used as flash cards (hold up one card, and students must name the partner). Differentiate by using colored cards with students who need support and white for those on grade level. Print several copies on card stock for each deck, cut, and laminate.

Find a Friend Memory Game

For multiple players:
Shuffle cards and place face down in a 4 x 5 array. Place remaining cards in a nearby pile. Players take turns flipping two cards to find sets of "friends." If a match is not made, the two cards are turned face down again, and it is another player's turn. If a match is made, the player removes and keeps the pair, and replaces missing cards with new ones from the pile. Play continues until all cards are used. The winner is the player with the most pairs. Differentiate by using smaller cards and simply matching like pairs.

Best Friends Go Fish

For 2-4 players:
Each player is dealt 4 cards. Any "friends" issued in the initial deal are removed and placed in the player's "win" pile. The remaining pile of cards is placed between the players. Players then take turns asking each other for "best friends" of the cards they hold. If opponent does not have a "friend," they say, "Go Fish," and the partner must draw from the pile. The game objective is to collect the most combos to ten. Game ends when all cards are used. The winner has the most pairs.


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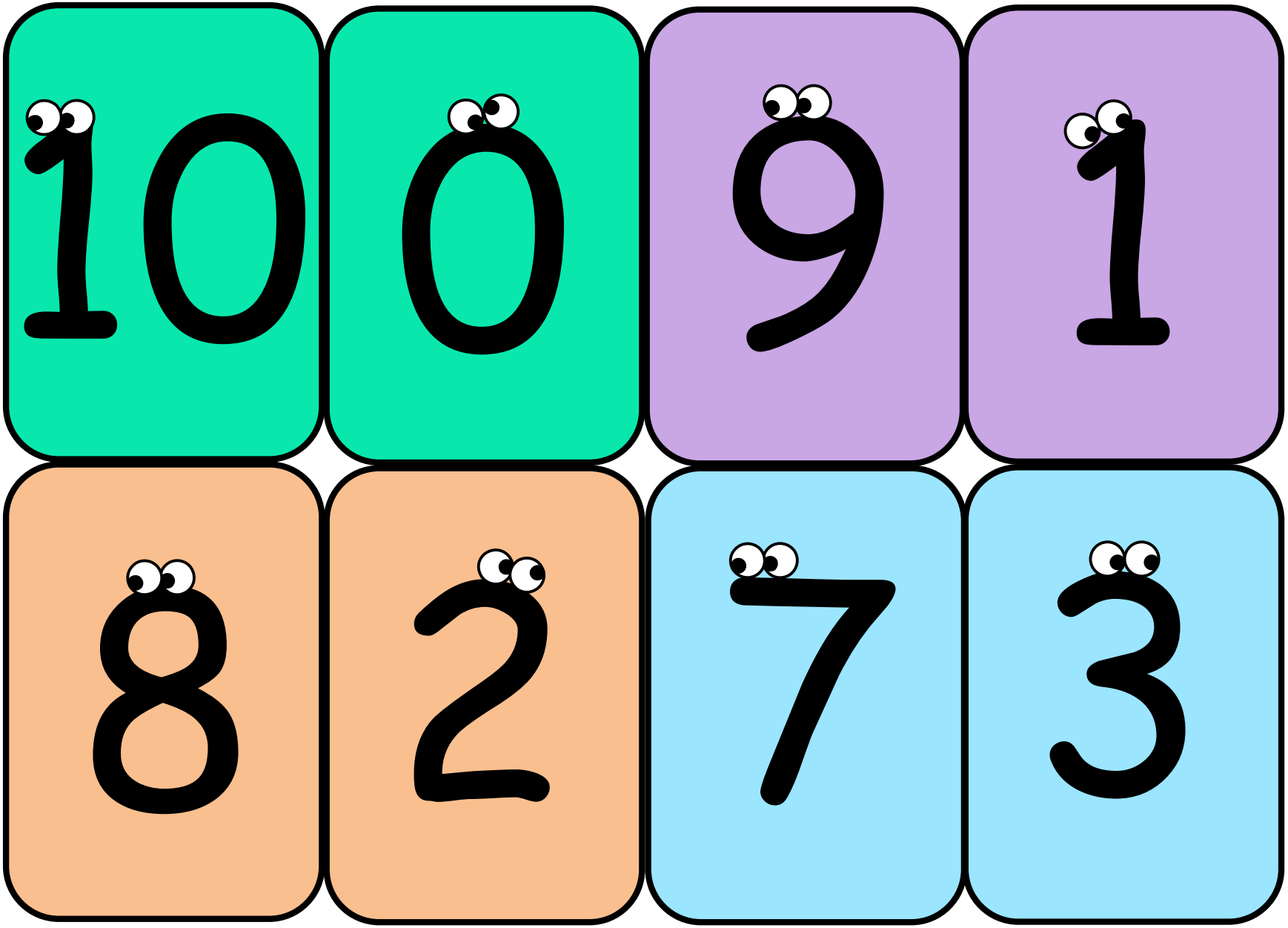
7 3
6 4
5 5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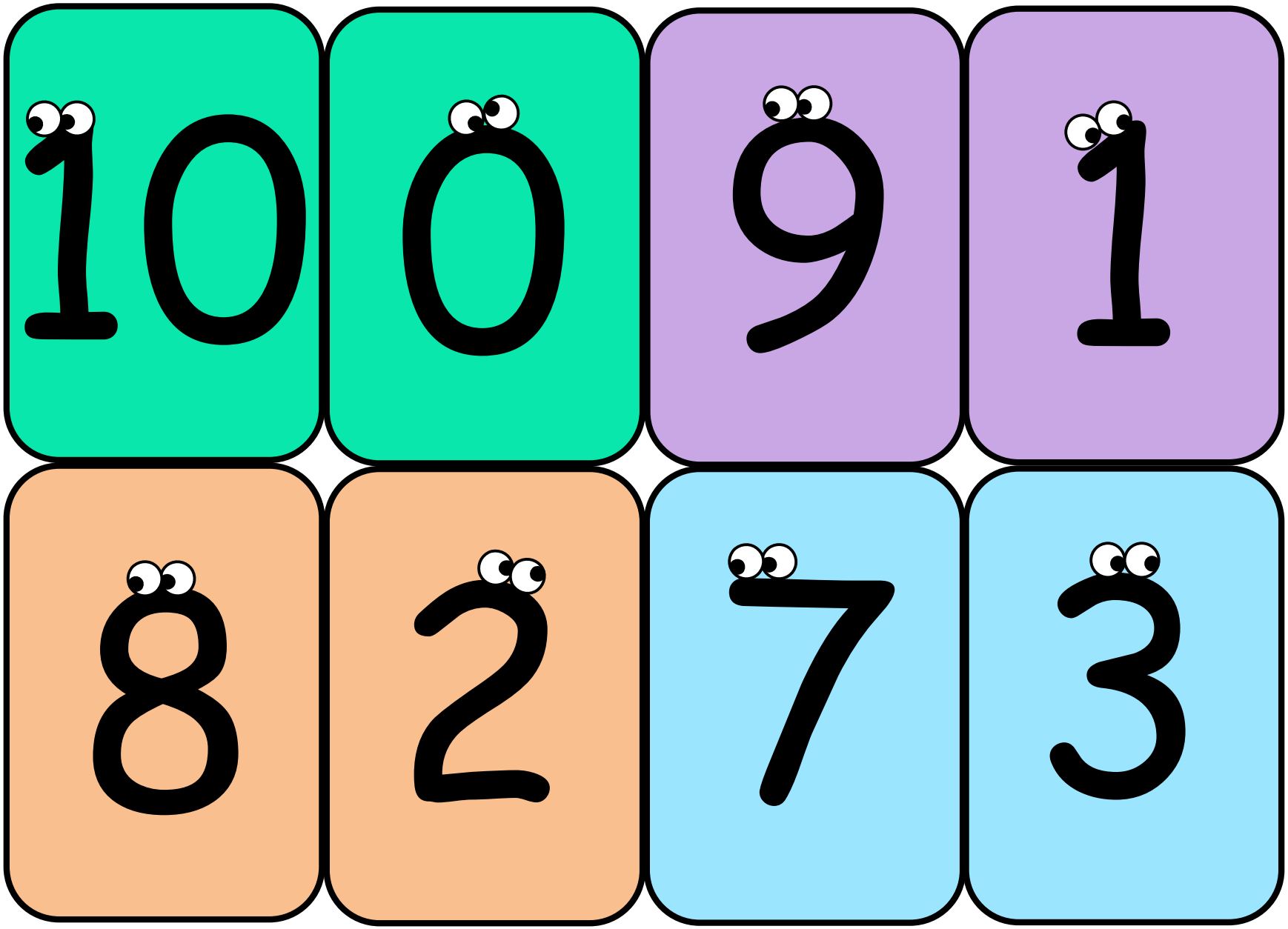
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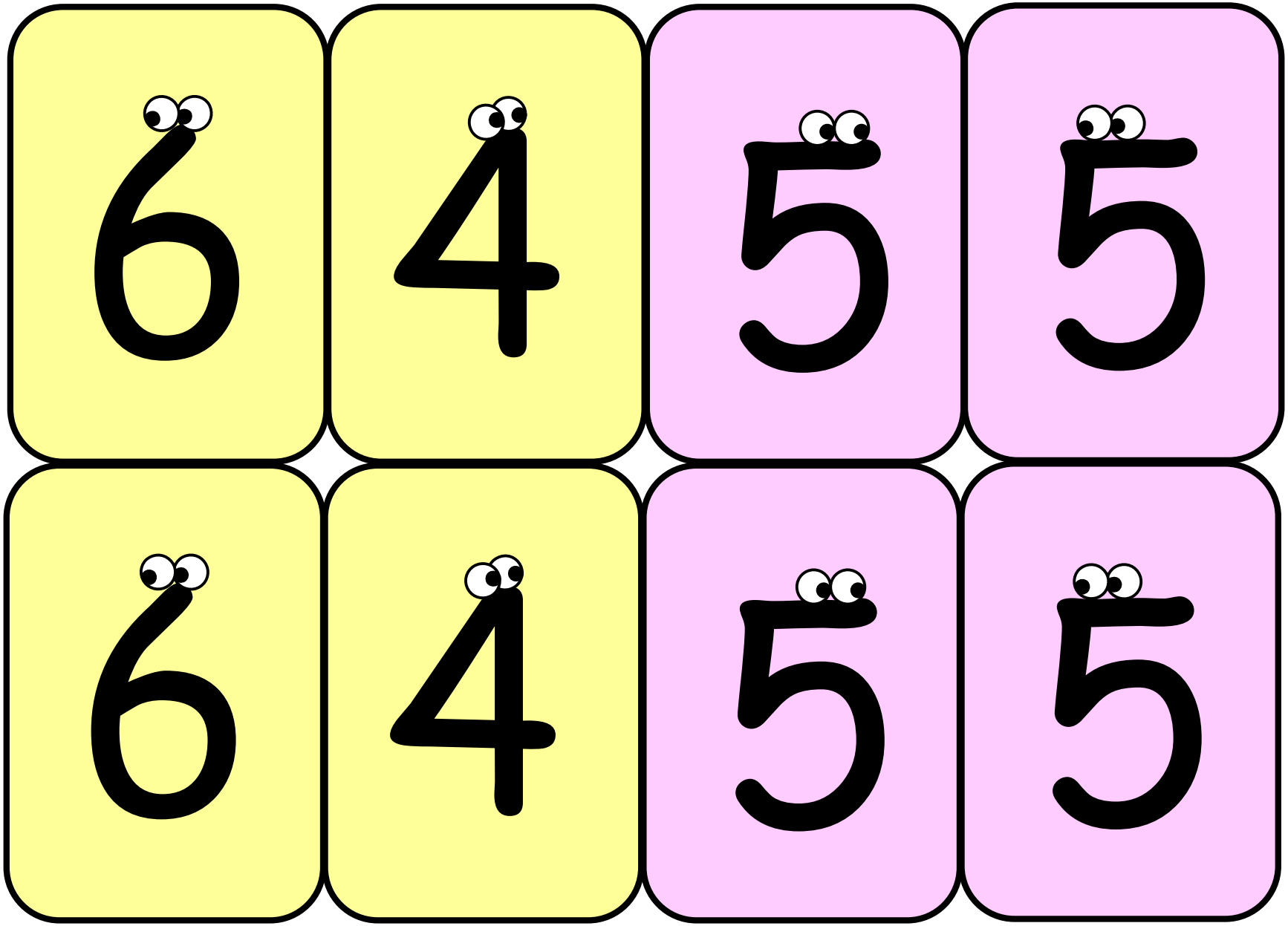
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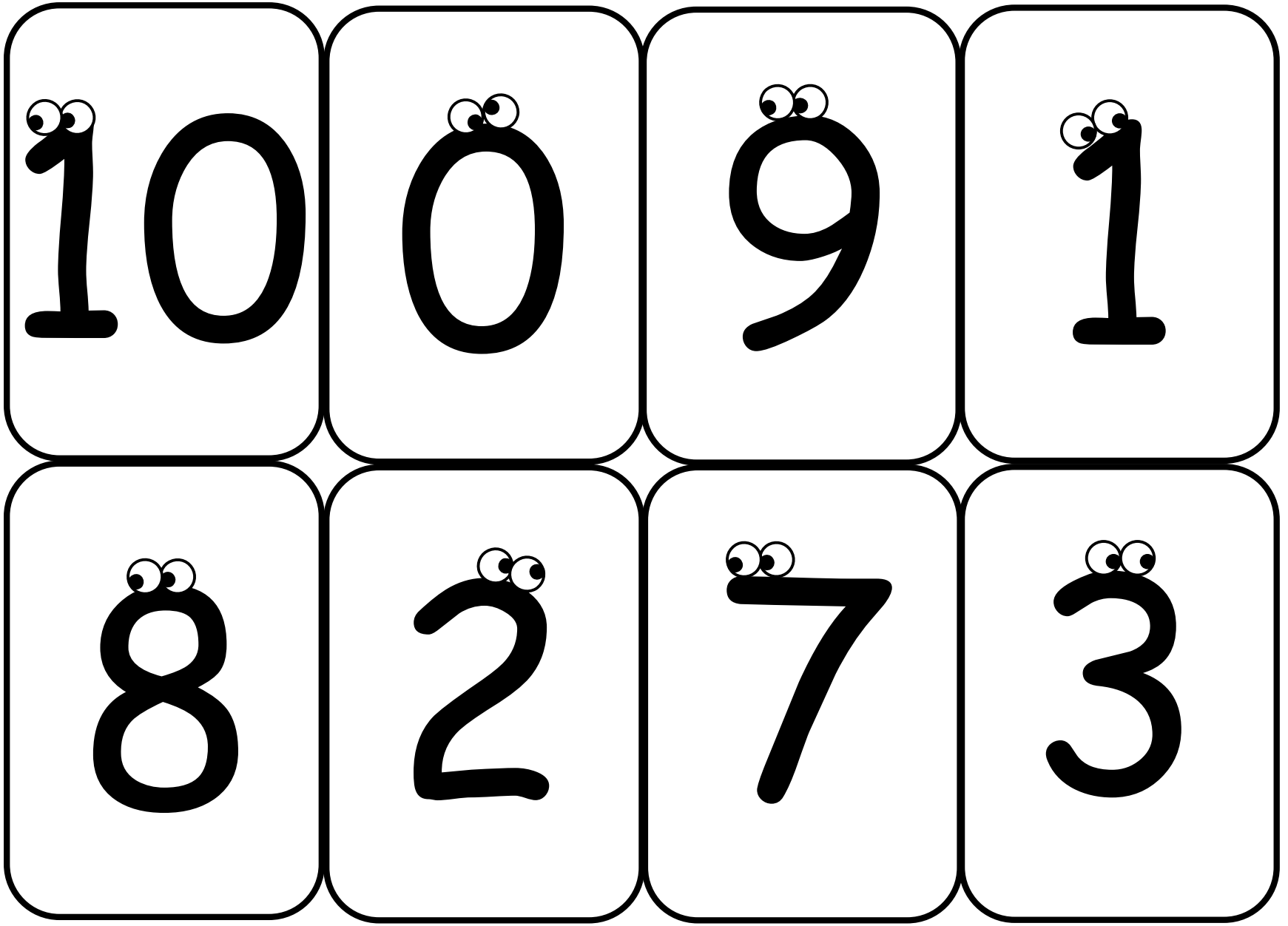
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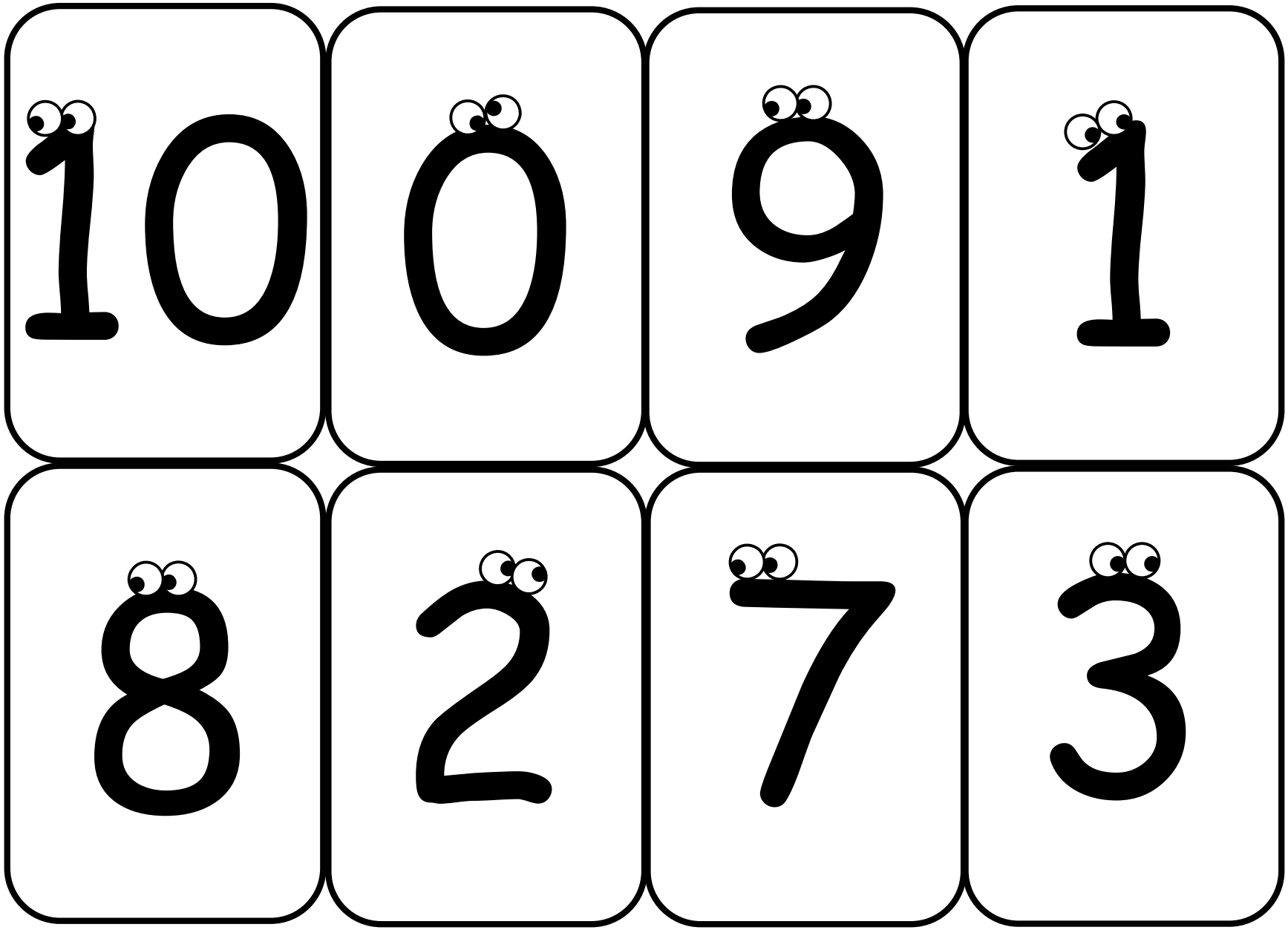
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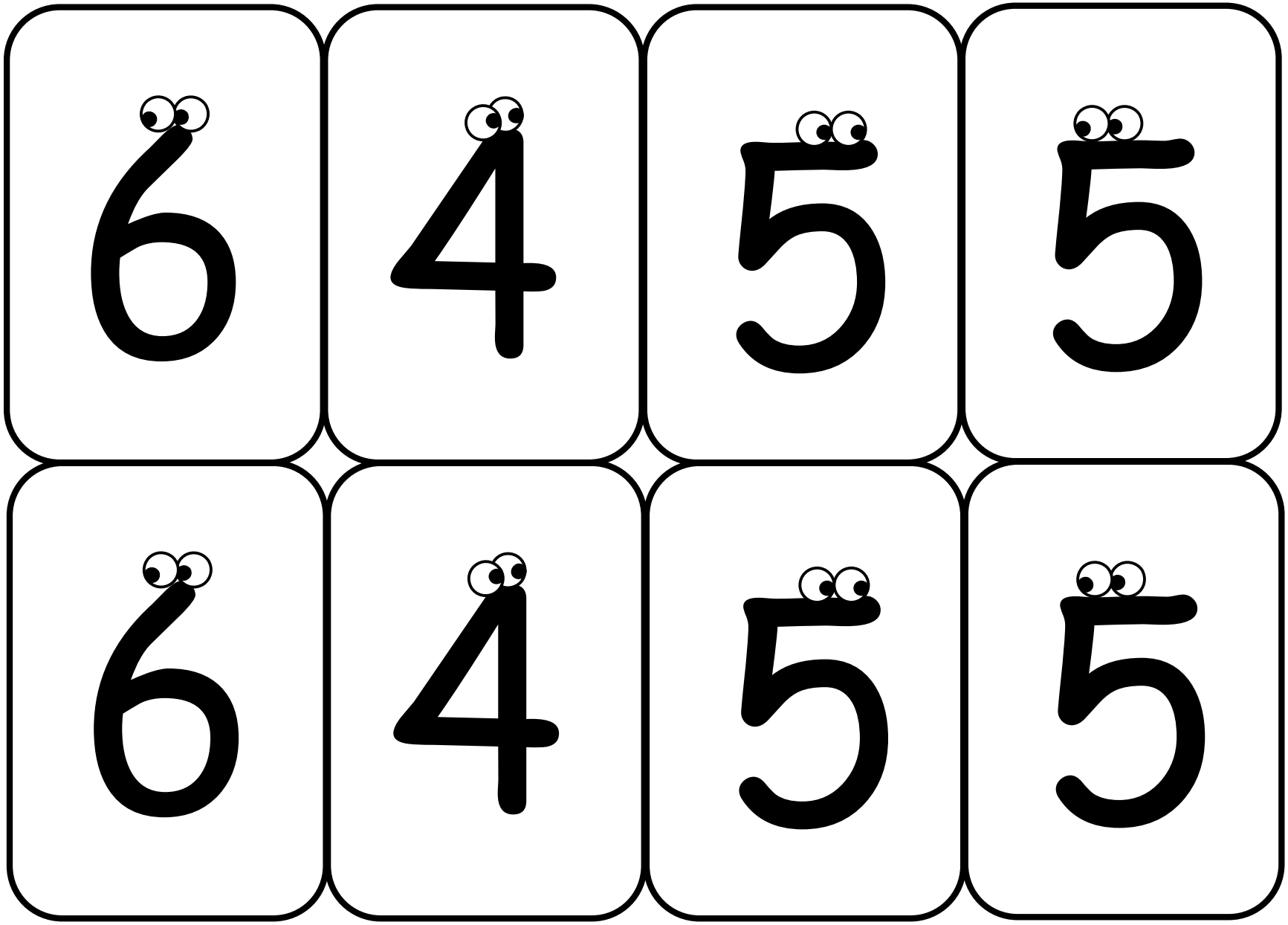
6
4
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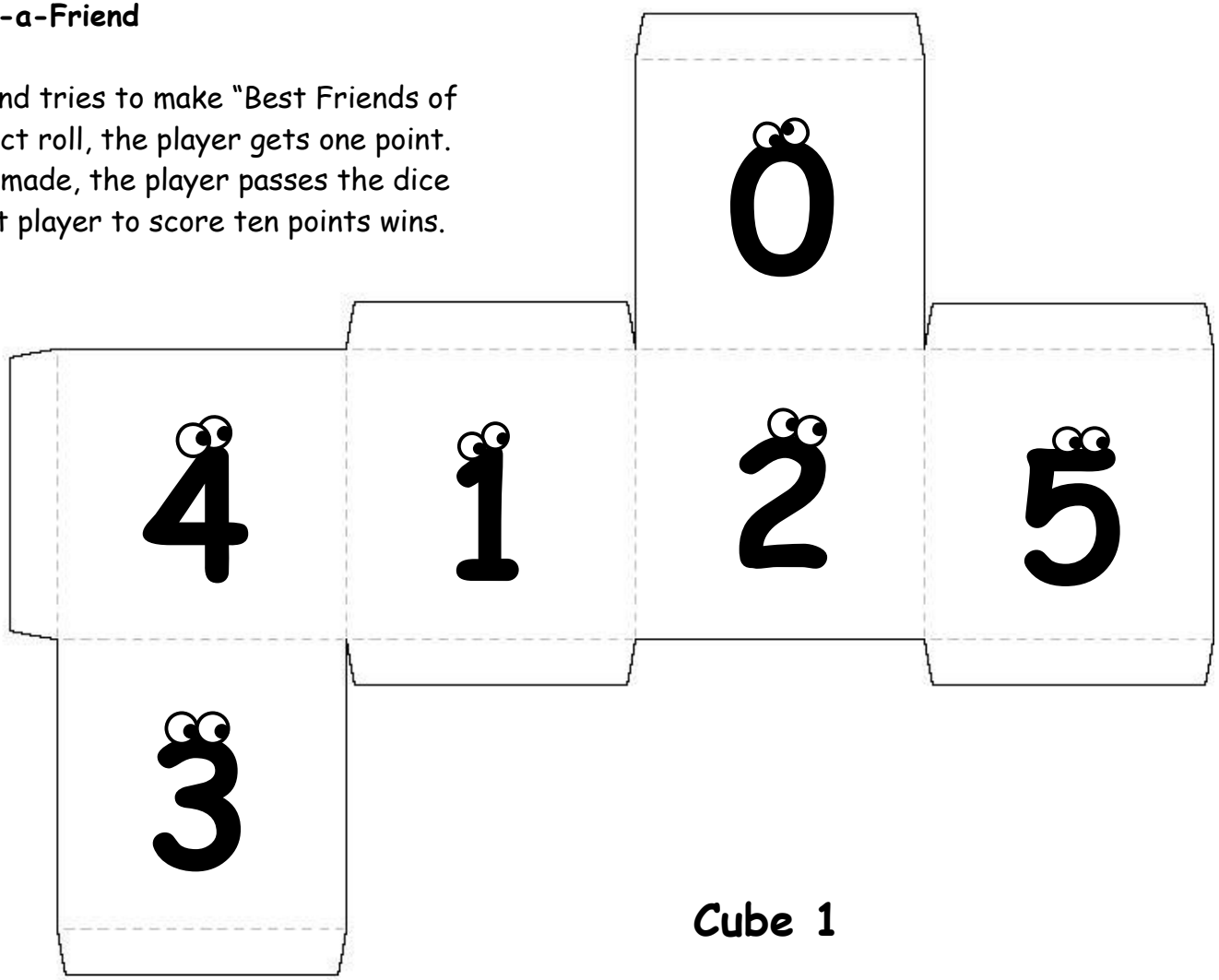
5
6
4
5
5

Roll-A-Friend

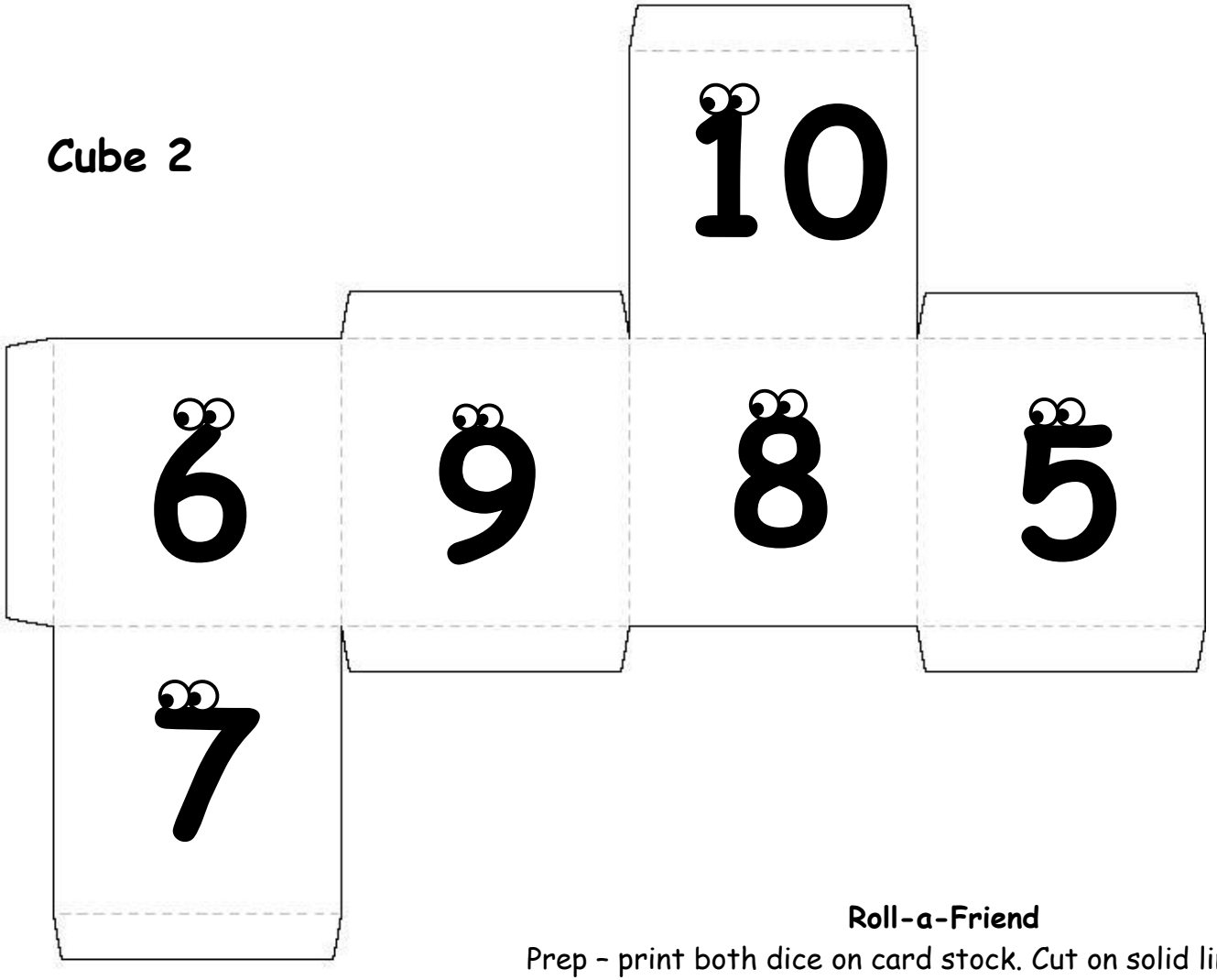
Roll-a-Friend

For 2-6 players:
Each player rolls both dice and tries to make "Best Friends of Ten" combos. For each correct roll, the player gets one point. If a combo to ten cannot be made, the player passes the dice and does not score. The first player to score ten points wins.



Cube 1

Cube 2

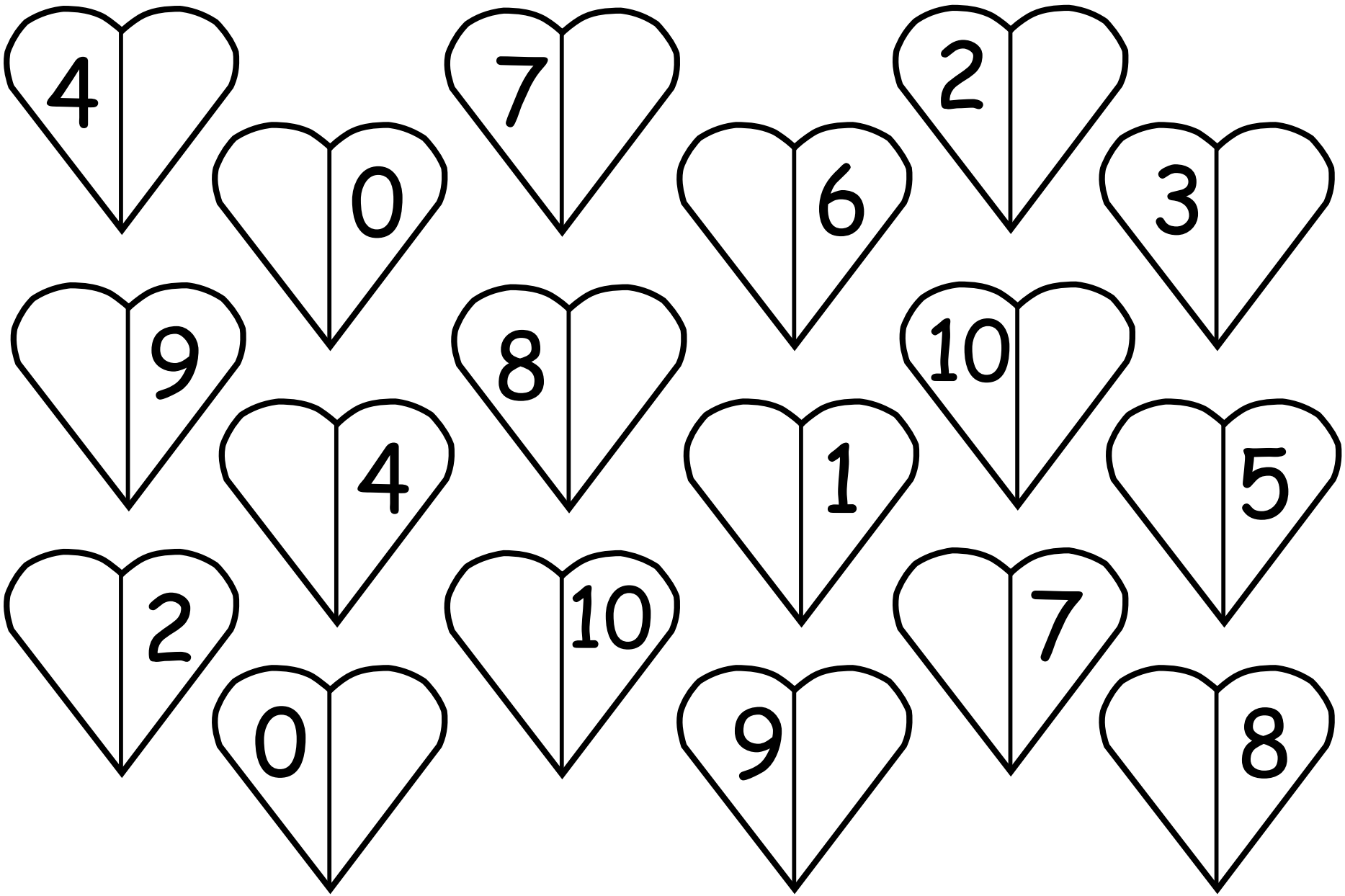


Roll-a-Friend

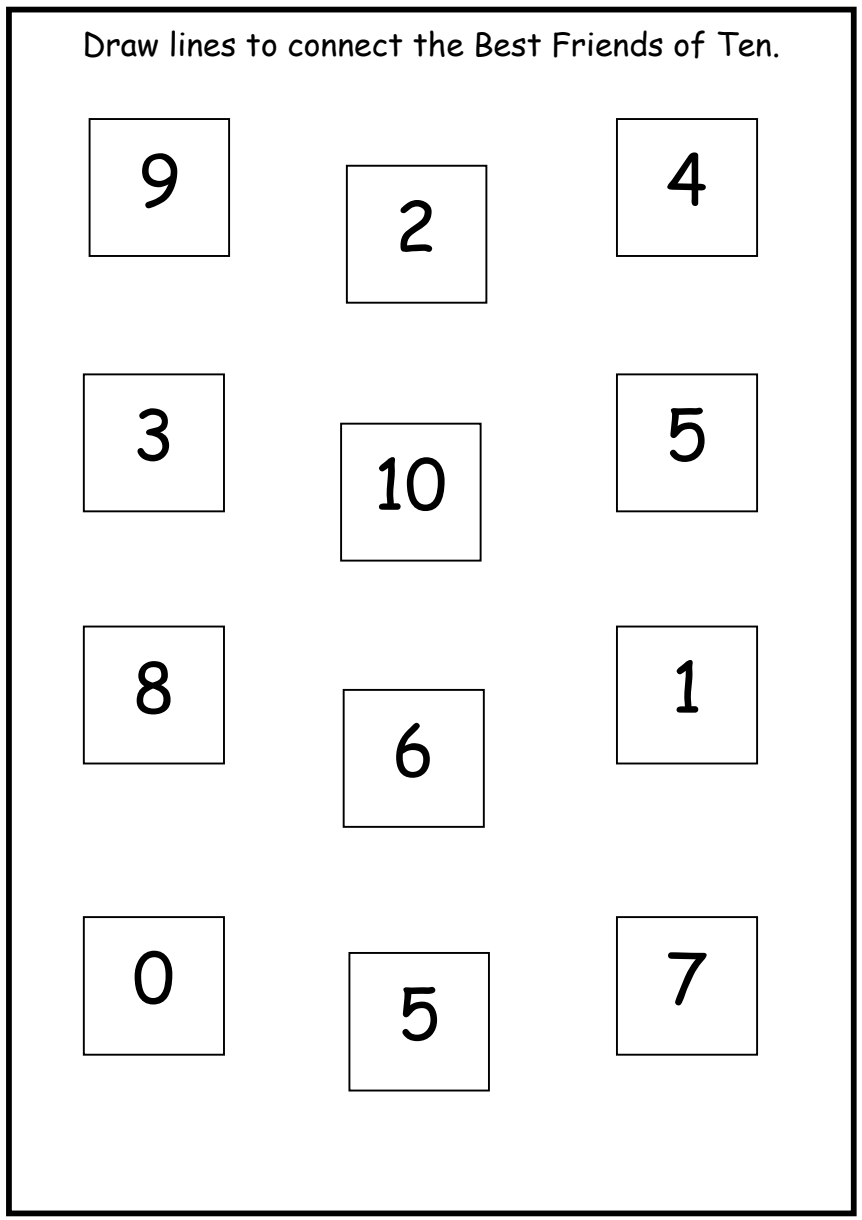
Prep – print both dice on card stock. Cut on solid lines, score and fold on dotted lines. Shape into a cube and glue or tape tabs inside.

Name_____ Date_____

Fill in the hearts to make Best Friends of Ten.



Name_____ Date_____

4 + ____ = 10	____ + 10 = 10
2 + ____ = 10	____ + 3 = 10
8 + ____ = 10	____ + 9 = 10
6 + ____ = 10	____ + 7 = 10
9 + ____ = 10	____ + 0 = 10
1 + ____ = 10	____ + 4 = 10
7 + ____ = 10	____ + 1 = 10
3 + ____ = 10	____ + 6 = 10
0 + ____ = 10	____ + 5 = 10

Draw lines to connect the Best Friends of Ten.