

Section 6 Concept Unit Grade 2

ACTIVITY 2 Skip Counting by Tens

Materials:

Blackline Master: *1 - 100 Chart*, 1 per student

Transparency: *1 - 100 Chart*

Numeral Game Cards, 1 complete set for teacher use

Beans or unit cubes to use as markers

1. Hand out these *Numeral Game Cards* to 10 students:

10, 20, 30, 40, 50, 60, 70, 80, 90, 100.

Have the students stand in order from 10 to 100.

Say: What pattern do you see in these numbers?

Look at the *1 - 100 Chart*.

Place a marker on each of these numbers.

What pattern do you see?

Practice counting by 10s.

2. Hand out these *Numeral Game Cards* to 10 students:

6, 16, 26, 36, 46, 56, 66, 76, 86, 96.

Have the students stand in order from 6 to 96.

Say: What pattern do you see in these numbers?

Look at the *1 - 100 Chart*.

Place a marker on each of these numbers.

What pattern do you see?

3. Continue this procedure using these patterns:

a. 17 27 37 47 57

d. 1 11 21 31 41

b. 23 33 43 53 63

e. 59 49 39 29 19

c. 85 75 65 55 45

f. 48 38 28 18 8

4. Introduce the game, *It's Ten More*

Game: *It's Ten More*

Objective: To pair up the cards. Cards are a pair when one card is 10 more than the other card
To be able to discard all your cards without being the player left with the Clown card.

Materials: *Numeral Game Cards*, 1 set of these cards per partners

11	13	21	23	25
35	36	46	48	54
58	64	69	72	79
80	82	87	90	97

Clown Card

Number of Players: 2

Rules:

- Mix the *Numeral Game Cards* and place face down in a pile.
Take turns taking a card until all the cards have been handed out.
- Look carefully at your cards to see if you have a pair.
Place your pairs in the middle of the game area.
This is called the Discard Area.
- Take turns drawing a card from your partner.

Example: Player 1 chooses an unknown card from Player 2's hand and keeps it.
If Player 1 has a match, he/she may discard the matching pair to the discard area.
Whether or not Player 1 has a match, it is now Player 2's turn.

- If a player discards all of his/her cards, then the game is over.
- The last person who has the Clown loses.

Game Variations: Use different sets of numbers.

Use *Base Ten Blocks Game Cards* or *Sketches Game Cards*.

Use more than 21 cards to make a more challenging game.

Name _____

1 - 100 Chart

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Nombre _____

Tabla de 1 - 100

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100