



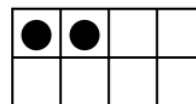
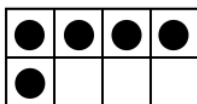
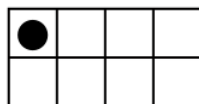
Claim the Frame

Math Concepts: Add / Subtract 1-9, Number bonds, Ten frames

Materials: Paper, pencil, die, 30 small tokens

Players: 2

Set up: Decide on a frame size, say 8. Draw three frames on a shared piece of paper. The players select which role they will play – the Filler tries to fill each box, and the Emptier tries to empty each box. For each frame, roll the die once and put that many tokens in it. Here are three 8-frame boxes with starting rolls 1, 5, and 2.



Play: The die is rolled for each turn, and its full value does not need to be used.

Filler: On the Filler's turn, the roll may be split up to add that many tokens among the existing boxes in any amounts the player chooses. Each time a box is filled, that box belongs to the Filler and is taken out of play.

Emptier: On the Emptier's turn, the roll may be split up to remove that many tokens among the existing boxes in any amounts the player chooses. Each time a box is emptied, that box belongs to the Emptier and is taken out of play.

Goal: The player who claims the most boxes wins the game.

– DISCUSSION AND TIPS –

Discuss whether it is easier to win when you are the Filler or the Emptier.

As the children are playing, ask a player which number they would like to get at that moment.

– VARIATIONS –

Frame size: You can choose any frame size to help practice number bonds of that size. Practicing with ten frames is particularly useful. For smaller frame sizes, you may want to limit the size of the die roll – e.g. for 8-frame boxes you might only accept rolls of 4 and smaller (and roll again for other rolls).

Splitting the roll: For beginning players, simplify the game by allowing only changing one frame on a turn.

Number of frames: Make the games shorter or longer by user fewer or more than three frames.