Number Pairs to 10

Unit 8 Overview: 10 lessons

Children break the numbers to 10 into two parts in every way they can find: ways to make 5, number bonds, shake and spill for 6, 7 and 8, then 9 and 10. They write a pair as a number sentence (7 = 3 + 4), find how many more make 10, write the partners of 10, play a Make Ten card game and solve number pair stories. Every pair starts with two colors of counters or cubes, so each color is a part, then pictures, then numbers. Read every question aloud. Lesson 8.9 (the equal sign: both sides the same) is for the states that teach it in Kindergarten.

THE UNIT, DAY BY DAY

Day 1	**Pre-Check**	What children already know, before the first lesson.
Day 2	**8.1** Ways to make 5	I can find ways to make 5.
Day 3	**8.2** Number bonds to 5	I can find a missing part or the whole.
Day 4	**8.3** Ways to make 6, 7 and 8	I can find ways to make 6, 7 and 8.
Day 5	**8.4** Ways to make 9 and 10	I can find ways to make 9 and 10.
Day 6	**8.5** Write a number sentence	I can write a number pair as a number sentence.
Day 7	**8.6** How many more make 10	I can find how many more make 10.
Day 8	**8.7** Partners of 10	I can write the partner that makes 10.
Day 9	**8.8** Make Ten game	I can find two numbers that make 10.
Day 10	**8.9** The equal sign ★	I can tell when both sides are the same.
Day 11	**8.10** Number pair stories	I can solve a number pair story.
Day 12	**Unit Review**	The review, to go over together.
Day 13	**Unit Test**	Form A, read aloud to small groups; Form B (other pictures and numbers) is for a retest.

★ Taught in Kindergarten in some states. Skip these lessons if yours teaches them in another grade; animalmath.com/standards shows your state's list.

GET READY FOR THE UNIT

- Two-color counters (or beans painted on one side), a cup and a ten frame mat for each child
- Connecting cubes in two colors, and a cup or small box to hide some under
- A number bond mat (a big circle and two small ones) for each child, and dominoes
- Number cards 0 to 10, whiteboards and dry erase markers
- Make Ten Cards (sheet 6 of Addition Games to 20), cut apart, a set for each pair

HOW EACH LESSON GOES

1. Warm up (5 min)
2. Teach (10 min)
3. Try it together (5 min)
4. Practice (10 min)
5. Exit ticket (5 min): a quick check on the lesson.

Each lesson page ends with the Animal Math sheets, makers, tools and quizzes for it. "Sheet 3" is the third worksheet of a pack; a color pack prints each sheet again in black and white.

CHECKING AS YOU GO

PRINTABLE **Pre-Check**: Day 1, with a key

PRINTABLE **Unit Review**: the day before the test

EXIT TICKET **Exit Tickets**: one a lesson, two to a page

PRINTABLE **Unit Test**: Forms A and B, with keys

© 2026 Eggroll Games

Number Pairs to 10

Lesson 8.1: Ways to make 5

GOAL Children find different ways to make 5 with two colors of counters on a five frame, and say each way as "4 and 1 make 5."

I can find ways to make 5.

About 35 minutes

THE LESSON

1. **Warm up** (5 min) Show 5 cubes, then hide some under a cup. "2 are out. How many are hiding?" Lift the cup to check. Play a few rounds.
2. **Teach** (10 min) Fill a five frame with 3 red and 2 yellow counters. Say the two parts and the whole. Flip one counter: now 2 and 3. Keep flipping and list each way on the board.

   > **Say:** "Three red and two yellow make 5. When I flip one, the parts change, but there are still 5."

3. **Try it together** (5 min) Children fill their frames with 5 counters, then flip some. Partners say their way to each other: "1 and 4 make 5." Collect the ways on the board.
4. **Practice** (10 min) Children find the missing number to make 5 on sheets 1 and 2 of Ten Frame Addition to 5, putting counters on the empty boxes to check.
5. **Exit ticket** (5 min) Read **Exit Ticket 8.1** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. The second question hides 3 in the box: a child who writes 2 or 5 counted what shows, not what is hidden.

Need help? Use fingers: 5 fingers up, fold some down, and count the fingers up and the fingers down.

Ready for more? Find all six ways to make 5, 5 and 0 too, and draw each one on a strip of five boxes.

GET READY

- A five frame mat and five two-color counters for each child
- Five cubes and a cup to hide some under

WORDS TO USE

make 5: two parts that go together to be 5

part: some of the group

and: put together: 3 and 2 make 5

ASK

- How many red? How many yellow? How many in all?
- Can you make 5 another way?
- If 4 show, how many are hiding?

WATCH FOR

Counts all 5 instead of one part. Point to one color: "Just the yellow ones. How many?"

Thinks 2 and 3 is not the same as 3 and 2. Turn the frame around: the same counters, still 5.

Writes 5 when one part is missing. Count the empty boxes together: that is the part we need.

ON ANIMAL MATH

- PRINTABLE — **Ten Frame Addition to 5**: sheets 1-2, making 5 with five frames
- MAKER — **Making 10: Ten Frames**: Mode Addition, Target Number Make 5, Show Missing Dots
- MAKER — **Number Bonds**: Target Number Specific Number, Number 5
- TOOL — **Ten Frames**: a 5-Frame with orange and blue counters
- EXIT TICKET — **Kindergarten Number Pairs and Making 10 Exit Tickets**: Exit Ticket 8.1

© 2026 Eggroll Games

Number Pairs to 10

Lesson 8.2: Number bonds to 5

GOAL Children use a number bond to show a whole and its two parts, up to 5, and find a missing part or the whole with counters.

I can find a missing part or the whole.

About 35 minutes

THE LESSON

1. **Warm up** (5 min) Show the ways to make 5 from yesterday with fingers, saying each one together: "4 and 1, 3 and 2."
2. **Teach** (10 min) Put 4 counters in the big circle, then slide them apart, 3 into one small circle and 1 into the other. Write 4, 3 and 1. Then cover a part and ask what is missing.

   > **Say:** "The whole is all of them. The parts are the two groups. The two parts go together to make the whole."

3. **Try it together** (5 min) Children put counters in the whole on their mats and split them into two parts. Call "Show me 5 with 2 in one part." Then try one with a part missing.
4. **Practice** (10 min) Children fill in the missing parts on sheet 1 of Number Bonds to 5, then the wholes on sheet 2, with counters on the circles.
5. **Exit ticket** (5 min) Read **Exit Ticket 8.2** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. The first bond is missing a part, the second the whole: a child who writes 8 in the first added the two numbers shown.

Need help? Use real counters on the bond mat for every problem, with wholes of 2, 3 and 4 first.

Ready for more? Mixed bonds on sheet 3 of Number Bonds to 5, or a maker sheet with Allow Zero as a Part.

GET READY

- A number bond mat and 5 counters for each child
- A big number bond drawn on the board

WORDS TO USE

whole: all of them together; it goes in the big circle

part: some of the whole; it goes in a small circle

number bond: a picture of a whole and its two parts

ASK

- Which number is the whole? How do you know?
- The whole is 5 and one part is 3. What is the other part?
- Can a part be 0?

WATCH FOR

Adds the whole and a part. Put the whole in counters, then move one part away: what is left?

Writes the whole in a small circle. Trace the big circle with a finger: "All of them go here."

ON ANIMAL MATH

- PRINTABLE **Number Bonds to 5**: sheet 1 (parts), sheet 2 (wholes), sheet 3 (mixed)
- PRINTABLE **Number Bonds to 5**: any sheet, for more practice
- PRINTABLE **Addition to 5 Variety Pack**: sheet 4
- MAKER **Number Bonds**: Target Number Within 5, Style Diagram Only, Allow Zero as a Part
- EXIT TICKET **Kindergarten Number Pairs and Making 10 Exit Tickets**: Exit Ticket 8.2

© 2026 Eggroll Games

Number Pairs to 10

Lesson 8.3: Ways to make 6, 7 and 8

GOAL Children find many ways to make 6, 7 and 8 by shaking and spilling two-color counters, and record each way with a drawing and two numbers.

I can find ways to make 6, 7 and 8.

About 35 minutes

THE LESSON

1. **Warm up** (5 min) Show dominoes one at a time. Children count the dots on each half, then in all. Which ones make 7?
2. **Teach** (10 min) Shake 7 counters in a cup and spill them. Count the red and the yellow: 4 and 3. Draw them and write 4 and 3. Spill again: 6 and 1. Ask if the same way can come up twice.

   Say: "Every spill makes 7. The parts change; the whole stays 7."
3. **Try it together** (5 min) Children shake and spill 6 counters three times and tell a partner each way: "5 red and 1 yellow make 6." List the class's ways for 6 on the board.
4. **Practice** (10 min) Children shake and spill 7 or 8 counters and record four ways in the boxes of their folded paper: they color a circle for each counter and write the two numbers.
5. **Exit ticket** (5 min) Read **Exit Ticket 8.3** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. The counters on the ticket are gray and white, like the two sides of a counter: check that the two numbers make 7.

Need help? Shake and spill 6 only, lining the counters up on a ten frame to count.

Ready for more? Find every way to make 8, from 0 and 8 to 8 and 0, and put them in order. Problem 1 on sheet 4 of Part-Part-Whole Word Problems asks for three ways.

GET READY

- A cup with 6, 7 or 8 two-color counters for each child
- Paper folded into four boxes and crayons in the counters' colors
- Dominoes with 6, 7 and 8 dots

WORDS TO USE

shake and spill: shake the counters in a cup, spill them and count each color

way: one pair of parts, like 5 and 2

all the ways: every pair of parts that makes the number

ASK

- How many red? How many yellow? Do they make 7?
- Did you find a new way?
- What if all of them land red?

WATCH FOR

Counts all the counters as one part. Sort the spill into two rows, one for each color, before counting.

Records a way that does not make the number. Count the drawing in all: does it make 7?

Stops after one way. Shake and spill again: each spill can be a new way to make 7.

ON ANIMAL MATH

PRINTABLE **Part-Part-Whole Word Problems**: sheet 4, read aloud: the 6 apples and 8 balloons (a 1st grade pack)

MAKER **Number Bonds**: Target Number Specific Number, Number 7, Missing Value Random Part Missing

TOOL **Ten Frames**: fill a frame with orange and blue counters

EXIT TICKET **Kindergarten Number Pairs and Making 10 Exit Tickets**: Exit Ticket 8.3

© 2026 Eggroll Games

Number Pairs to 10

Lesson 8.4: Ways to make 9 and 10

GOAL Children find ways to make 9 and 10 with cubes and ten frames, and find the missing part when some are hidden.

I can find ways to make 9 and 10.

About 35 minutes

THE LESSON

1. **Warm up** (5 min) Count fingers to 10, then fold some down: "How many up? How many down? 7 and 3 make 10."
2. **Teach** (10 min) Make a train of 10 cubes, 6 red and 4 blue. Break it into the two colors: 6 and 4. Snap it back and break it another way. Then hide some of 10 under a cup: 7 are out. Put the 7 on a ten frame: the empty boxes show how many are hiding.

   > **Say:** "I see 7. Three boxes are empty, so 3 are hiding. 7 and 3 make 10."

3. **Try it together** (5 min) Partners play Hide: one hides some of 9 or 10 cubes under a cup, the other says how many are hiding, then lifts the cup to check.
4. **Practice** (10 min) Children fill in number bonds of 10, then 9, on a Number Bonds maker sheet, checking each one with cubes. Read problem 2 on sheet 4 of Part-Part-Whole Word Problems aloud: 3 ways to put 10 fish in two tanks.
5. **Exit ticket** (5 min) Read **Exit Ticket 8.4** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. In the first question 8 carrots show and 2 are in the box: a child who writes 8 or 10 counted what shows or the whole.

Need help? Use a ten frame for every problem: fill it with one color, then the other.

Ready for more? Mixed bonds to 10 on sheets 1 and 2 of Number Bonds to 10.

GET READY

- Ten cubes in two colors and a ten frame mat for each child
- A cup to hide cubes under
- A number bond mat

WORDS TO USE

ten frame: two rows of five boxes; full, it shows 10

missing part: the part we cannot see

whole: all of them together

ASK

- How many are out? How many are hiding? How do you know?
- Is there another way to make 10?
- What goes with 6 to make 9?

WATCH FOR

Says the whole for the hidden part. Lift the cup: count only what was under it.

Counts from 1 every time. Put the ones you see on a ten frame and count the empty boxes.

Mixes up 9 and 10. Build 9 on a ten frame: one box is still empty.

ON ANIMAL MATH

MAKER	**Number Bonds**: Target Number Specific Number, Number 10, then Number 9
PRINTABLE	**Part-Part-Whole Word Problems**: sheet 4, problem 2, read aloud (a 1st grade pack)
PRINTABLE	**Number Bonds to 10**: sheets 1-2, mixed bonds to 10, for more
TOOL	**Ten Frames**
EXIT TICKET	**Kindergarten Number Pairs and Making 10 Exit Tickets**: Exit Ticket 8.4

© 2026 Eggroll Games

Number Pairs to 10

Lesson 8.5: Write a number sentence

GOAL Children write a number pair as a number sentence with the whole first, 7 = 3 + 4, and read the equal sign as "is the same as."

I can write a number pair as a number sentence.

About 35 minutes

THE LESSON

1. **Warm up** (5 min) Show a train of 3 red and 4 blue cubes. Children say "3 and 4 make 7" and show it with fingers.
2. **Teach** (10 min) Build 7 with 3 red and 4 blue. Hold up cards to make 7 = 3 + 4, pointing to the whole, then each part. Then show 3 + 4 = 7: both tell about the same train.

   > **Say:** "Seven is the same as 3 and 4. I write the whole, the equal sign, then the two parts with a plus between."

3. **Try it together** (5 min) Partners build a train of up to 9 cubes in two colors. One says the parts, the other writes the number sentence on a whiteboard, the whole first. Then they switch.
4. **Practice** (10 min) Children color the cars and count each train on sheet 1 of Equal Trains, then count each color and write the number sentence on sheet 5. Skip row 2 of each: it has a sum on both sides.
5. **Exit ticket** (5 min) Read **Exit Ticket 8.5** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. The first box is how many in all, and the dashed lines show where each group goes: a child who writes 3 = 1 + 4 wrote the groups first.

Need help? Write the number sentence under a cube train, matching each number to its part with a finger.

Ready for more? Number Bonds maker sheets that add the sentence under each bond, or the Addition Quiz, Up to 10.

GET READY

- Cubes in two colors and a whiteboard for each child
- Big cards for a number sentence: 0 to 10, + and =

WORDS TO USE

number sentence: numbers and signs that tell about a group: 7 = 3 + 4

plus: the + sign; it means and

equals: the = sign; it means is the same as

ASK

- Which number is the whole? Where does it go?
- What does the equal sign mean?
- Can you say it another way?

WATCH FOR

Puts the whole last every time. Both ways are right; today read each sentence aloud starting with the whole.

Writes three numbers that do not go together. Build it with cubes and count each part again.

Reads 7 = 3 + 4 as "7 and 3 make 4." Point to each number as you read: 7 is the same as 3 and 4.

ON ANIMAL MATH

PRINTABLE **Equal Trains: The Equal Sign to 10**: sheets 1 and 5, rows 1 and 3

MAKER **Number Bonds**: Style Diagram + Equation, Missing Value Whole Missing, Target Number Within 10

QUIZ **Addition Quiz**

EXIT TICKET **Kindergarten Number Pairs and Making 10 Exit Tickets**: Exit Ticket 8.5

© 2026 Eggroll Games

Number Pairs to 10

Lesson 8.6: How many more make 10

GOAL Children find how many more make 10 by counting the empty boxes of a ten frame, and say it as "7 and 3 make 10."

I can find how many more make 10.

About 35 minutes

THE LESSON

1. **Warm up** (5 min) Hold up 6 fingers. How many fingers are down? 6 and 4 make 10. Try 8, 5 and 9.
2. **Teach** (10 min) Put 7 red counters on a ten frame. Ask how many more make 10. Count the empty boxes, then fill them with yellow: 7 and 3 make 10. Do it again with 4.

   > **Say:** "I count the empty boxes. 3 more fill the frame. 7 and 3 make 10."

3. **Try it together** (5 min) Pull a number card. Children put that many counters on their ten frames, say how many more make 10, then fill the frame with the other color to check.
4. **Practice** (10 min) Children count the missing dots and write how many more on sheets 1 and 2 of Making Tens with Ten Frames, putting counters on the empty boxes if they need to.
5. **Exit ticket** (5 min) Read **Exit Ticket 8.6** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. Count the dots each child drew in the second question: 7 more fill the frame. Fewer means boxes were skipped.

Need help? Start with 6, 7, 8 and 9 on the frame, so only the bottom row has empty boxes.

Ready for more? Sheet 6 of Halloween Counting to 10 in the fall, or a Making 10 maker sheet in Ten Frame mode.

GET READY

- A ten frame mat and 10 counters in two colors for each child
- Number cards 1 to 9

WORDS TO USE

how many more: how many we still need

empty: with nothing in it

full: every box has one; a full ten frame is 10

ASK

- How many are on the frame? How many boxes are empty?
- How do you know it is full?
- What makes 10 with 6?

WATCH FOR

Counts the counters instead of the empty boxes. Cover the counters with a hand: count only the empty boxes.

Counts a full frame as 9 or 11. Count by rows: 5 on top and 5 below make 10.

Fills the boxes in any order and loses count. Fill the top row first, left to right, then the bottom row.

ON ANIMAL MATH

- PRINTABLE — **Making Tens with Ten Frames**: sheets 1-2
- PRINTABLE — **Halloween Counting to 10**: sheet 6, in the fall
- MAKER — **Making 10: Ten Frames**: Mode Addition, Target Number Make 10, Show Missing Dots
- MAKER — **Making 10**: Mode Ten Frame
- TOOL — **Ten Frames**: one counter color for each part
- EXIT TICKET — **Kindergarten Number Pairs and Making 10 Exit Tickets**: Exit Ticket 8.6

© 2026 Eggroll Games

Number Pairs to 10

Lesson 8.7: Partners of 10

GOAL Children find the partner that makes 10 with any number from 1 to 9 and write it in a number sentence: 8 + 2 = 10.

I can write the partner that makes 10.

About 35 minutes

THE LESSON

1. **Warm up** (5 min) Play "I say, you say": say a number and children call out its partner of 10, showing it with fingers. Try 9, 1, 5, 7 and 3.
2. **Teach** (10 min) Show 8 on a ten frame and write 8 + □ = 10. Count the empty boxes and write 2. Then write □ + 5 = 10 and fill a frame to find it. Read each sentence aloud.

   > **Say:** "8 plus 2 equals 10. 8 and its partner 2 fill the frame."

3. **Try it together** (5 min) Children turn over a number card, build it on the ten frame and write the number sentence that makes 10 on their whiteboards. Partners check each other's frames.
4. **Practice** (10 min) Children find the missing number to make 10 on sheet 1 of Ten Frame Addition to 10, with a ten frame above each sentence, then the sentences on sheet 5 of Making Tens with Ten Frames, using the frames on sheet 6 to check.
5. **Exit ticket** (5 min) Read **Exit Ticket 8.7** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. The second sentence has the box first: watch who reads it aloud before writing.

Need help? Keep a ten frame beside every sentence and fill the empty boxes before writing.

Ready for more? The same partners as 10 minus a number on sheet 1 of Ten Frame Subtraction to 10: 10 – 2 = 8.

GET READY

- A ten frame and 10 counters in two colors for each child
- Number cards 1 to 9
- Whiteboards and markers

WORDS TO USE

partner: the number that goes with another to make 10

plus: the + sign; and

equals: the = sign; is the same as

ASK

- What is the partner of 7? How do you know?
- Where does the missing number go?
- Is 4 + 6 the same as 6 + 4?

WATCH FOR

Writes 10 in the box. Read the sentence aloud with a finger under each part: the 10 is already there.

Writes the number shown again, 8 + 8. Build 8 on the frame: how many boxes are empty?

Mixes up 4 and 6, or 3 and 7. Fill the frame and count the empty boxes every time.

ON ANIMAL MATH

- PRINTABLE — **Ten Frame Addition to 10**: sheets 1-2, a ten frame above each sentence
- PRINTABLE — **Making Tens with Ten Frames**: sheets 4-5, and sheet 6 for frames to draw in
- MAKER — **Making 10**: Mode Equation
- PRINTABLE — **Ten Frame Subtraction to 10**: for more: the partners as 10 minus a number
- TOOL — **Ten Frames**
- EXIT TICKET — **Kindergarten Number Pairs and Making 10 Exit Tickets**: Exit Ticket 8.7

© 2026 Eggroll Games

Number Pairs to 10

Lesson 8.8: Make Ten game

GOAL Children play Memory and Go Fish with cards that make 10, saying each pair aloud: "7 and 3 make 10."

I can find two numbers that make 10.

About 35 minutes

THE LESSON

1. **Warm up** (5 min) Partners of 10 with fingers: hold up a number, and children show the partner and say "6 and 4 make 10."
2. **Teach** (10 min) Lay out 6 cards face up. Find two that make 10 and check with the ten frames on the cards. Then show Memory: turn over two cards, say the numbers, and keep them if they make 10.

   > **Say:** "7 and 3 make 10. That is a pair! I keep it."
3. **Try it together** (5 min) Play one round of Memory as a class: cards face down on the rug, children take turns turning two over, and everyone says if they make 10.
4. **Practice** (10 min) Pairs play Memory with the Make Ten Cards, then Go Fish when they are ready: ask for the number that makes 10 with a card in your hand.
5. **Exit ticket** (5 min) Read **Exit Ticket 8.8** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. In the first question the pair is 5 and 5: a child who looks for two different numbers may find none. Ask what makes 10 with 5.

Need help? Play with the cards face up: find the pairs that make 10 among a few cards.

Ready for more? Go Fish with the whole set, or a Making 10 maker sheet in Equation mode.

GET READY

- Make Ten Cards, cut apart, a set for each pair
- A ten frame mat for each pair, to check

WORDS TO USE

pair: two cards that go together

make 10: two numbers that go together to be 10

turn: when it is your time to play

ASK

- What number makes 10 with 6?
- How do the ten frames on the cards help you?
- Which card do you need for your 2?

WATCH FOR

Keeps two cards that do not make 10. Lay both cards side by side and count the dots on their frames.

Forgets that 5 goes with 5, or 0 with 10. Show 5 on a ten frame: the other 5 fills it.

Forgets where the cards were. Play with 10 cards, 5 pairs, before the whole set.

ON ANIMAL MATH

- PRINTABLE — **Addition Games to 20**: sheet 6, Make Ten Cards for Memory and Go Fish
- PRINTABLE — **Making Tens with Ten Frames**: sheet 2, a quick check before playing
- MAKER — **Making 10**: Mode Equation, for more
- TOOL — **Ten Frames**
- EXIT TICKET — **Kindergarten Number Pairs and Making 10 Exit Tickets**: Exit Ticket 8.8

© 2026 Eggroll Games

Number Pairs to 10

Lesson 8.9: The equal sign

GOAL Children learn that the equal sign means "is the same as" and check whether two sides are the same, like 5 + 1 and 3 + 3.

I can tell when both sides are the same.

About 35 minutes

★ Taught in Kindergarten in some states

THE LESSON

1. **Warm up** (5 min) Show two cube trains. Are they the same length? Children stand up for the same and sit down for not the same.
2. **Teach** (10 min) Build 5 + 1 with cubes on one side and 3 + 3 on the other. Count each side: 6 and 6. Put the = card between them. Then build 4 + 3 beside 5 + 1: 7 and 6 are not the same, so no = sign.

   > **Say:** "The equal sign means both sides are the same. 5 and 1 is the same as 3 and 3."

3. **Try it together** (5 min) Partners each build a train in two colors and decide if the trains are the same. If not, they add or take off cubes to make them the same.
4. **Practice** (10 min) Children color a car for each one and check if the trains end together on sheet 2 of Equal Trains, then add cars to make the trains the same on sheet 4.
5. **Exit ticket** (5 min) Read **Exit Ticket 8.9** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. Each box shows dots under its numbers: children who count the dots on each side are checking, which is fine.

Need help? Compare two cube trains of one color first, then two-color trains.

Ready for more? Row 2 of sheet 1 of Equal Trains (6 + 1 = 5 + 2), or a balance scale maker sheet.

GET READY

- Cubes in two colors for each pair
- A pan balance, if you have one
- A big = card

WORDS TO USE

equal sign: the = sign; both sides are the same

the same as: just as many

side: the numbers on one side of the = sign

ASK

- How many on this side? On that side?
- Are they the same? How do you know?
- What could you add to make them the same?

WATCH FOR

Thinks = means "the answer comes next." Read it as "is the same as" and point to both sides.

Looks only at the first number of each side. Count each side in all: 5 + 1 is 6, so look for 6.

Counts only one part of a side. Snap each side into one train before comparing.

ON ANIMAL MATH

PRINTABLE **Equal Trains: The Equal Sign to 10**: sheets 2 and 4, then row 2 of sheet 1

MAKER **Equal Sign and True or False**: Problem Type Balance Scales (Missing Number), Number Range Within 10, Operations Addition Only

EXIT TICKET **Kindergarten Number Pairs and Making 10 Exit Tickets**: Exit Ticket 8.9

© 2026 Eggroll Games

Number Pairs to 10

Lesson 8.10: Number pair stories

GOAL Children solve stories about two groups, like some in a bowl and the rest next to it, acting them out with counters and drawing to find how many in all or in one part.

I can solve a number pair story.

About 35 minutes

THE LESSON

1. **Warm up** (5 min) Tell a quick story with fingers: "3 birds on one hand, 2 on the other. How many birds?" Children answer, then tell one to a partner.
2. **Teach** (10 min) Tell the story: "There are 6 apples. 2 are in the bowl. The rest are next to the bowl." Count out 6 counters, put 2 in the bowl and count the rest. Draw it as circles and write 6 = 2 + 4.

   > **Say:** "All the apples are 6. 2 are in the bowl, so the rest, 4, are next to the bowl."

3. **Try it together** (5 min) Tell stories with numbers to 10 while children act them out with their bowls. Ask some "how many in all" and some "how many next to the bowl."
4. **Practice** (10 min) Children act out two bowl stories you tell with counters. Then they count both groups and write how many in all on sheet 3 of Picture Word Problems Within 10, as you read each story aloud.
5. **Exit ticket** (5 min) Read **Exit Ticket 8.10** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. Children can draw the rest in the dashed box on the table, then count them. A child who writes 5 or 8 did not take away the ones in the bowl.

Ready for more? Find three ways on sheet 4 of Part-Part-Whole Word Problems, or make up a number pair story for a partner and draw it.

GET READY

- A paper bowl and 10 counters for each child
- A sheet of paper under the bowl for the table

WORDS TO USE

story: a math problem told like a short story

in all: both groups together

the rest: the ones that are not in the first group

ASK

- How many in all? How many in the bowl?
- How can you show the rest?
- What number sentence tells the story?

WATCH FOR

Adds the two numbers in the story. Act it out: count out all of them first, then put some in the bowl.

Loses track of the story. Tell it again, one sentence at a time, while they move counters.

Draws without counting. Draw one circle for each, touching each one as you count.

Need help? Tell stories with numbers to 5 and act each one out with counters before drawing.

ON ANIMAL MATH

PRINTABLE **Picture Word Problems Within 10**: sheet 3, read aloud

PRINTABLE **Part-Part-Whole Word Problems**: sheet 4, read aloud, for more (a 1st grade pack)

PRINTABLE **Addition Word Problems to 5**: any sheet, for help

EXIT TICKET **Kindergarten Number Pairs and Making 10 Exit Tickets**: Exit Ticket 8.10

© 2026 Eggroll Games