Subtraction Within 10

Unit 7 Overview: 10 lessons

Children learn what taking away means: some go away, and we count how many are left. They act out stories with toys and counters, cross out pictures, write number sentences with minus and equals, take away in a ten frame and draw to solve stories. Then they decide whether a story adds or takes away, learn the subtraction facts to 5 until they are quick, and play games that mix adding and subtracting. Practice is hands-on first, with counters, plates, cups and drawings; read every story and question aloud. Lessons 7.5 (subtracting on a number path) and 7.10 (subtraction facts to 10) are for the states that teach them in Kindergarten.

THE UNIT, DAY BY DAY

Day 1	**Pre-Check**	What children already know, before the first lesson.
Day 2	**7.1** Take away	I can tell how many are left.
Day 3	**7.2** Take from stories	I can act out a take away story.
Day 4	**7.3** Minus and equals	I can write a number sentence with minus and equals.
Day 5	**7.4** Take away in a ten frame	I can take away in a ten frame.
Day 6	**7.5** Subtract on a number path ★	I can subtract by hopping back on a number path.
Day 7	**7.6** Draw to solve	I can draw to solve a take away story.
Day 8	**7.7** Add or subtract	I can tell if a story adds or takes away.
Day 9	**7.8** Subtraction facts to 5	I can subtract within 5 quickly.
Day 10	**7.9** Add and subtract to 5	I can add and subtract within 5.
Day 11	**7.10** Subtraction facts to 10 ★	I can subtract within 10.
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

- Ten counters, a ten frame mat, a paper plate and a cup for each child
- Small toys to act out stories, and a box for the ones that go away
- Whiteboards and markers, number cards 0 to 10, and big +, – and = cards
- The floor number path 0 to 10 from Unit 6, and paper paths
- Fact cards to 10, two dot cubes for each pair, and crayons

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

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Subtraction Within 10

Lesson 7.1: Take away

GOAL Children take some away from a group, by moving them or crossing them out, and count how many are left.

I can tell how many are left.

About 35 minutes

THE LESSON

1. **Warm up** (5 min) Sing Five Little Monkeys Jumping on the Bed, holding up 5 fingers and putting one down each time a monkey falls off. How many are left?
2. **Teach** (10 min) Put 7 toys on the rug. Take 2 away and put them in the box. Count only the toys still on the rug: 5 are left. Then draw 6 circles on the board, cross out 2 and count the ones with no X.

   > **Say:** "I had 7. I took away 2. I count only the ones left: 5. An X means it is gone."

3. **Try it together** (5 min) Children put up to 10 counters on their plates. Call how many to take away. They drop those in the cup and say how many are left, then check with a partner.
4. **Practice** (10 min) Children cross out and count on sheet 4 of Halloween Add & Subtract as you read each "Cross out" aloud. They write how many are left on the last line; the number sentence waits for Lesson 7.3.
5. **Exit ticket** (5 min) Read **Exit Ticket 7.1** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. A child who writes 7 for the cupcakes counted the one with an X too.

Need help? Take away from 3 to 5 real things, dropping each one in the cup as it goes.

Ready for more? Play the Subtraction Quiz at Up to 5, or start with 10 counters and take away the number a partner rolls.

GET READY

- Ten counters, a paper plate and a cup for each child
- Ten small toys and a box for the ones that go away

WORDS TO USE

take away: move some out of the group

left: the ones still there

gone: taken away, so we do not count it

ASK

- How many did you have? How many went away?
- How many are left? Show me.

WATCH FOR

Counts the crossed out ones too. Cover the pictures with an X with a hand and count only what you can see.

Crosses out the wrong number. Count out loud while crossing out, and stop at the number.

Says how many went away. Point to the cup: those are gone. Ask how many are still on the plate.

ON ANIMAL MATH

- PRINTABLE **Halloween Add & Subtract**: sheet 4 (sheets 1-3 add three groups, a 1st grade skill)
- PRINTABLE **Equal Trains: The Equal Sign to 10**: sheet 3, the example and problem 1
- TOOL **Ten Frames**: click a counter to take it away
- QUIZ **Subtraction Quiz**
- EXIT TICKET **Kindergarten Subtraction Within 10 Exit Tickets**: Exit Ticket 7.1

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Subtraction Within 10

Lesson 7.2: Take from stories

GOAL Children act out take from stories: there are some, then some go away. They show the story with toys or their bodies and count how many are left.

I can act out a take away story.

About 35 minutes

THE LESSON

1. **Warm up** (5 min) Act a story: 5 children stand up as birds on a wire, then 2 fly back to their spots. The class counts the birds left on the wire.
2. **Teach** (10 min) Tell a story with toy ducks: 7 ducks swim in a pond, then 3 fly away. Move the 3 off as you tell it and count the 4 still in the pond. Tell it again with pictures on the board, crossing out the 3.

   > **Say:** "First there were 7. Then 3 flew away. I count the ones left: 4 ducks are still in the pond."

3. **Try it together** (5 min) Tell take from stories to 5, then to 10. Pairs act each one out with their animals, one moving them away and one counting what is left. Then they switch jobs.
4. **Practice** (10 min) Read the stories on sheet 2 of Picture Word Problems Within 10 aloud. Children cross out the ones that go away and write how many are left.
5. **Exit ticket** (5 min) Read **Exit Ticket 7.2** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. Check the X's: 6 frogs crossed out, then the 2 left counted and written.

Need help? Act out stories to 5 with toys, moving each one away while counting.

Ready for more? Tell a take from story with numbers to 10 for a partner to act out.

GET READY

- Toy animals and a paper pond or log for each pair
- Ten counters and a cup for each child

WORDS TO USE

go away: leave the group, so we take them away

left: how many are still there

story: tells what happens first and what happens next

ASK

- How many were there first?
- How many went away? How many are left?

WATCH FOR

Writes how many went away. Act it out again: the ones that go away leave, and we count who stays.

Adds the two numbers in the story. Listen for what happens: hop away, eat, pop. The group gets smaller.

ON ANIMAL MATH

PRINTABLE **Picture Word Problems Within 10**: sheet 2

MAKER **Word Problems**: Problem Type Take From, Number Range 1-5

TOOL **Ten Frames**: click a counter to take it away

EXIT TICKET **Kindergarten Subtraction Within 10 Exit Tickets**: Exit Ticket 7.2

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Subtraction Within 10

Lesson 7.3: Minus and equals

GOAL Children write a subtraction number sentence for a picture with some crossed out, such as 6 – 2 = 4, and read it aloud: 6 minus 2 equals 4.

I can write a number sentence with minus and equals.

About 35 minutes

THE LESSON

1. **Warm up** (5 min) Show the – card and children hold one arm out flat, like a minus. Show = and they hold both arms flat. Then mix in the + card from Unit 6.
2. **Teach** (10 min) Put 4 counters on the board and take 2 away. Put the 4 card under all of them, then the – card, the 2 card, then = and 2. Read it, pointing to each card. Then draw 5 circles, cross out 4 and write 5 – 4 = 1 together.

   > **Say:** "4 minus 2 equals 2. The first number is all of them, before any go away."

3. **Try it together** (5 min) Pairs put out up to 5 counters, take some away into the cup and build the sentence with their cards. They read it aloud, then swap jobs.
4. **Practice** (10 min) Children cross out and write each number sentence on sheet 5 of Halloween Add & Subtract, reading each one aloud to a partner.
5. **Exit ticket** (5 min) Read **Exit Ticket 7.3** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. The first number is all the eggs, crossed out ones too: a child who writes 3 – 2 started with the ones left.

Need help? Build the sentence with cards under real counters before writing it.

Ready for more? Write the sentences on sheet 6 of Halloween Add & Subtract, or cross out the cars on sheet 3 of Equal Trains.

GET READY

- Number cards 0 to 5 and a – card and an = card for each pair
- Five counters and a cup for each child

WORDS TO USE

minus: the – sign; it means take away

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

number sentence: numbers and signs that tell the story, like 6 – 2 = 4

ASK

- How many were there before any went away?
- Read your number sentence to me.
- What does the minus sign tell us?

WATCH FOR

Starts with the number left, not all of them. Count all the pictures first, crossed out or not, and write that number first.

Writes + for a take away. Ask: did some come or go away? Gone means minus.

ON ANIMAL MATH

PRINTABLE **Halloween Add & Subtract**: sheets 5-6

PRINTABLE **Equal Trains: The Equal Sign to 10**: sheet 3 (problems 2 and 3 put the equal sign in a new place)

MAKER **Horizontal Math Equations**: Operations –, Range Within 5, Problems per Sheet 8

EXIT TICKET **Kindergarten Subtraction Within 10 Exit Tickets**: Exit Ticket 7.3

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Subtraction Within 10

Lesson 7.4: Take away in a ten frame

GOAL Children show a number in a ten frame, take some away by removing counters or crossing out dots, and count how many are left, within 10.

I can take away in a ten frame.

About 35 minutes

THE LESSON

1. **Warm up** (5 min) Flash ten frame cards for two seconds and children show the number with fingers. Then flash 6 and ask: if 1 goes away, how many?
2. **Teach** (10 min) Put 8 counters in the big ten frame. Take away 3, starting with the last one, and count the 5 left. Then draw 6 dots in a frame, cross out 2 from the end and write 6 – 2 = 4.

   > **Say:** "I take away from the end, so the full row stays. 8 take away 3 leaves 5."

3. **Try it together** (5 min) Call a number to build, then a number to take away, within 10. Children move counters into the cup and say how many are left. Partners check each other's frames.
4. **Practice** (10 min) Children draw the dots for each number on a sheet of Ten Frames Fill to 10. Then call a number to cross out from each frame; they say how many are left.
5. **Exit ticket** (5 min) Read **Exit Ticket 7.4** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. Children cross out the dots themselves: look for 5 X's and 4 written, not 5.

Need help? Take away from 5, with the counters in the top row only.

Ready for more? Take away from a full frame: 10 – 3, then 10 – 6. Look at the empty boxes: what do you notice?

GET READY

- A ten frame mat, 10 counters and a cup for each child
- Ten frame cards to flash, and a big ten frame drawn on the board

WORDS TO USE

ten frame: two rows of five boxes, one counter in each box

take away: move some out of the frame

left: the counters still in the frame

ASK

- How many did you start with? How many did you take away?
- How many are left? How do you know?

WATCH FOR

Counts the crossed out dots too. Cover them with a finger and count only the dots with no X.

Loses track while crossing out. Cross out from the last dot back, counting each X out loud.

Writes the number taken away. Ask how many are still in the frame.

ON ANIMAL MATH

PRINTABLE **Ten Frames Fill to 10**: any sheet: children draw each number, then cross out the number you call

MAKER **Ten Frame Addition**: Problem Type Count and Solve, Operations –, Number Range Within 10: children cross out in the first frame what the second shows

TOOL **Ten Frames**: click a counter to take it away

QUIZ **Subtraction Quiz**

EXIT TICKET **Kindergarten Subtraction Within 10 Exit Tickets**: Exit Ticket 7.4

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Subtraction Within 10

Lesson 7.5: Subtract on a number path

GOAL Children subtract on a number path: start on the first number, hop back one space for each one taken away, and read the number where they land.

I can subtract by hopping back on a number path.

About 35 minutes

★ Taught in Kindergarten in some states

THE LESSON

1. **Warm up** (5 min) Children stand by the floor path and count back from 10 to 0 together, stepping one number at a time. Blast off at 0!
2. **Teach** (10 min) On the floor path, stand on 8 and hop back 3 times, counting the hops, not the 8. Land on 5 and write 8 – 3 = 5. Then show it on a paper path, sliding a counter back one box for each hop.

   > **Say:** "I start on 8. Taking away means I hop back toward 0. Hop 1, hop 2, hop 3. I land on 5."

3. **Try it together** (5 min) Call a start and how many to take away, within 10. Children slide counters back on their paper paths and say where they land. Check one on the floor path.
4. **Practice** (10 min) Children draw the hops back and write where they land on sheets 2 and 3 of Number Line Subtraction to 10 (its line starts at 1).
5. **Exit ticket** (5 min) Read **Exit Ticket 7.5** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. A child who lands on 3 for 6 – 4 counted the 6 as a hop.

Need help? Hop back with the whole body on the floor path before using a paper one.

Ready for more? Sheets 4 and 5 of Number Line Subtraction to 10 have longer hops back, such as 9 – 8.

GET READY

- The floor number path 0 to 10
- A paper number path 0 to 10 and a counter for each child

WORDS TO USE

hop back: move to the number before, toward 0

land: the number where you stop

fewer: not as many as before

ASK

- Which way do you hop to take away?
- Where did you start? Where did you land?

WATCH FOR

Counts the start number as the first hop. Stand on the start and say its number, then count only the hops.

Hops forward. Taking away leaves fewer: hop back toward 0.

ON ANIMAL MATH

PRINTABLE **Number Line Subtraction to 10**: sheets 2-3, then 4-5 with longer hops

MAKER **Number Line**: Mode Subtraction on Number Line, Number Range 1-10, Start With Zero, Show Jumps

TOOL **Number Line**: Start 0, End 10, Mode Jump

EXIT TICKET **Kindergarten Subtraction Within 10 Exit Tickets**: Exit Ticket 7.5

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Subtraction Within 10

Lesson 7.6: Draw to solve

GOAL Children solve a take away story by drawing a dot for each thing, crossing out the ones that go away and counting the dots left.

I can draw to solve a take away story.

About 35 minutes

THE LESSON

1. **Warm up** (5 min) Finger story: "6 ducks swim in the pond" (6 fingers up). "2 fly away" (put 2 down). How many ducks? Again with 8 and 3.
2. **Teach** (10 min) Tell a story: Mom bakes 9 muffins and the family eats 4. Draw 9 dots, a row of 5 and a row of 4, cross out 4 from the end and count the dots left. Write how many.

   > **Say:** "I draw all the muffins first, one dot each. Then I cross out the 4 they ate. I count the dots with no X: 5 are left."

3. **Try it together** (5 min) Tell take away stories to 10. Children draw and cross out on whiteboards and hold them up. Look at two boards: are dots in rows of five easier to count?
4. **Practice** (10 min) Read problem 1 on sheet 4 of Picture Word Problems Within 10 aloud, then tell three take away stories of your own. Children draw, cross out and write how many are left, one story a box.
5. **Exit ticket** (5 min) Read **Exit Ticket 7.6** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. Look for all 10 dots drawn and 3 crossed out: a child who draws only 7 dots took away in their head; ask how they knew.

Need help? Act the story out with counters first, then draw a dot for each counter.

Ready for more? Draw dots with some crossed out and tell a partner the story they show.

GET READY

- A whiteboard and marker for each child
- Ten counters and a cup for each child
- Paper folded into four boxes for each child

WORDS TO USE

draw: make a dot for each thing

cross out: draw an X on the ones that go away

left: the dots with no X

ASK

- How many dots did you draw first? Why?
- Which dots did you cross out?
- How many are left?

WATCH FOR

Draws only the ones that are left. Draw all of them first, then cross out the ones that go.

Crosses out the wrong number. Count each X out loud and stop at the number in the story.

Draws big pictures and runs out of time. A dot for each thing is enough.

ON ANIMAL MATH

PRINTABLE **Picture Word Problems Within 10**: sheet 4, problem 1 (the others add)

MAKER **Word Problems**: Problem Type Take From, Number Range 1-10: read each story for children to draw

EXIT TICKET **Kindergarten Subtraction Within 10 Exit Tickets**: Exit Ticket 7.6

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Subtraction Within 10

Lesson 7.7: Add or subtract

GOAL Children listen to a story and tell whether it adds (some more come) or takes away (some go away), then solve it within 10.

I can tell if a story adds or takes away.

About 35 minutes

THE LESSON

1. **Warm up** (5 min) Thumbs up, thumbs down: tell short stories. More come? Thumbs up. Some go away? Thumbs down.
2. **Teach** (10 min) Act out two stories with toys: 6 birds sit on a fence and 2 more land; 8 bees are on a flower and 3 fly away. For each, ask: did the group get bigger or smaller? Hold up + or –, then solve it.

   > **Say:** "More came, so the group got bigger: I add. Some went away, so it got smaller: I take away."

3. **Try it together** (5 min) Read stories to 10, some adding and some taking away. Children show thumbs up or down, then solve with counters, using the cup for the ones that go.
4. **Practice** (10 min) Read the five stories on sheet 5 of Picture Word Problems Within 10 aloud. Children write + or – in the circle, then solve with counters.
5. **Exit ticket** (5 min) Read **Exit Ticket 7.7** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. The dolphin story adds: a child who circles minus for both stories is not yet listening for more coming or going away.

Need help? Act out each story with toys before choosing the sign.

Ready for more? Tell a story for a partner, who decides if it adds or takes away.

GET READY

- Ten counters, a paper plate and a cup for each child
- Big + and – cards
- Toy animals to act out stories

WORDS TO USE

add: more come, so there are more

take away: some go away, so there are fewer

sign: the + or the – that tells what to do

ASK

- Did the group get bigger or smaller?
- What in the story told you?
- Which sign goes in the circle?

WATCH FOR

Takes away in every story this week. Act each story out: do the toys come in or go out?

Picks the sign but solves the other way. Read the sentence aloud with its sign, then act that out.

ON ANIMAL MATH

PRINTABLE **Picture Word Problems Within 10**: sheet 5

MAKER **Word Problems**: one sheet with Problem Type Add To and one with Take From, Number Range 1-10, read in a mixed order

EXIT TICKET **Kindergarten Subtraction Within 10 Exit Tickets**: Exit Ticket 7.7

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Subtraction Within 10

Lesson 7.8: Subtraction facts to 5

GOAL Children subtract within 5 quickly, using fingers and what they know: minus 1 is the number before, minus 0 changes nothing, and taking all away leaves 0.

I can subtract within 5 quickly.

About 35 minutes

THE LESSON

1. **Warm up** (5 min) Five fingers up. Say "minus 1" and children put one finger down and say how many. Go on to 0, then start again at 5 with "minus 2."
2. **Teach** (10 min) Show facts to 5 on fingers: 4 – 1 is 3, the number before. 3 – 0 is 3: nothing went away. 4 – 4 is 0: all of them went away. Then show 5 – 2 and 5 – 4 on one hand.

   > **Say:** "Minus 1 is the number before. Minus 0, nothing changes. Take them all away and 0 are left."

3. **Try it together** (5 min) Flash fact cards to 5. Children show the answer with fingers, then say it. Then pairs flash cards for each other.
4. **Practice** (10 min) Children do three rows of a sheet of Subtraction Fact Drills to 5, saying each fact aloud. Early finishers play Race to the Top (sheet 2 of Subtraction Games to 20) with a partner.
5. **Exit ticket** (5 min) Read **Exit Ticket 7.8** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. In 2 – 0, a child who writes 0 thinks minus means none are left; act out taking away nothing.

Ready for more? Play the Subtraction Quiz at Up to 5.

GET READY

- Five counters and a cup for each child
- Fact cards to 5, such as 4 – 2, 3 – 0 and 5 – 4
- Two dot cubes and crayons for each pair

WORDS TO USE

fact: a small take away we can know fast

minus 1: take away one: the number before

minus 0: take away none: the same number

ASK

- How did you know so fast?
- What is 4 minus 0? What is 4 minus 4?

WATCH FOR

Writes 0 for any fact with a 0. Act out minus 0 with an empty hand: nothing goes away.

Takes away one too many. Fold down one finger for each one taken, then count the fingers still up.

Need help? Practice minus 1 and minus 0 with counters until they are quick.

ON ANIMAL MATH

- PRINTABLE **Subtraction Fact Drills to 5**: any sheet, three rows at a time
- PRINTABLE **Subtraction Games to 20**: sheet 2, Race to the Top (two dice; answers 0 to 5)
- MAKER **Subtraction Fact Drills**: Fact Range Within 5, Problems per Sheet 18
- QUIZ **Subtraction Quiz**
- EXIT TICKET **Kindergarten Subtraction Within 10 Exit Tickets**: Exit Ticket 7.8

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Subtraction Within 10

Lesson 7.9: Add and subtract to 5

GOAL Children add and subtract within 5, looking at the sign before they answer, and play fact games with a partner.

I can add and subtract within 5.

About 35 minutes

THE LESSON

1. **Warm up** (5 min) Plus and minus moves: show the + card and children jump up; show the – card and they crouch down. Mix them, faster and faster.
2. **Teach** (10 min) Write 1 + 3 and 4 – 2 on the board. Read each sign first, then solve it with fingers. Show that the plus answer is more than the first number, and the minus answer is less.

   Say: "I look at the sign first. Plus, I put together. Minus, I take away."
3. **Try it together** (5 min) Flash mixed fact cards to 5. Children show thumbs up for plus or down for minus, then the answer with fingers.
4. **Practice** (10 min) Pairs play Race to the Top (sheet 2 of Subtraction Games to 20): roll two dice, take the smaller number away from the bigger and color a box above the answer. Then a few rows of a Math Fact Drills sheet with both signs.
5. **Exit ticket** (5 min) Read **Exit Ticket 7.9** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. Each ticket has one plus and one minus: watch who looks at the sign before answering.

Need help? Solve with counters: put them together for plus, move them into the cup for minus.

Ready for more? Play the Addition Quiz and the Subtraction Quiz, both at Up to 5.

GET READY

- Five counters and a cup for each child
- Fact cards to 5 with + and –
- Two dot cubes, crayons and a Race to the Top sheet for each pair

WORDS TO USE

plus: put together: there will be more

minus: take away: there will be fewer

sign: the + or the – that tells what to do

ASK

- What does the sign tell you to do?
- Will the answer be more or less than the first number?

WATCH FOR

Adds every fact on the page. Circle each sign with a crayon before solving.

Answers 4 – 2 as 6. Read the sign aloud first: minus, take away, so the answer is smaller.

ON ANIMAL MATH

PRINTABLE **Subtraction Games to 20**: sheet 2, Race to the Top (two dice; answers 0 to 5)

MAKER **Mixed Math Fact Drills**: Operations + and –, Fact Range Within 5, Problems per Sheet 18

QUIZ **Addition Quiz**

QUIZ **Subtraction Quiz**

EXIT TICKET **Kindergarten Subtraction Within 10 Exit Tickets**: Exit Ticket 7.9

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Subtraction Within 10

Lesson 7.10: Subtraction facts to 10

GOAL Children subtract within 10 quickly, using what they know: minus 1 is the number before, minus 0 changes nothing, and a ten frame shows what is left.

I can subtract within 10.

About 35 minutes

★ Taught in Kindergarten in some states

THE LESSON

1. **Warm up** (5 min) Rocket count: count back from 10 to 0 and blast off. Then from 7, then from 9. What number comes before 8?
2. **Teach** (10 min) Show 6 – 1 on the number path: the number before 6 is 5. Show 9 – 4 in a ten frame: take 4 from the end and a full row of 5 is left. Sort fact cards into "I know it" and "I count it."

   > **Say:** "6 minus 1 is the number before 6: 5. I know it without counting."

3. **Try it together** (5 min) Flash fact cards to 10. Children answer with fingers and voices. Pairs flash cards; facts they count go in a pile to practice.
4. **Practice** (10 min) Children do two rows of a sheet of Subtraction Fact Drills to 10, then play the Subtraction Quiz at Up to 10.
5. **Exit ticket** (5 min) Read **Exit Ticket 7.10** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. Watch 7 – 1, the number before 7: a child who counts all the way from 1 needs counting back on the number path again.

Need help? Practice facts to 5 until they are quick, then minus 1 facts to 10.

Ready for more? Write every take away from 6, from 6 – 0 to 6 – 6, and tell the pattern.

GET READY

- A ten frame, 10 counters and a cup for each child
- Fact cards to 10
- The floor number path 0 to 10

WORDS TO USE

fact: a small take away we can know fast

minus 1: take away one: the number before

quick: fast, without counting every one

ASK

- Which facts do you just know?
- How does a ten frame help with 8 minus 3?

WATCH FOR

Counts every fact from 1. Practice minus 1, minus 0 and take away all until they are quick.

Counts the start number when counting back. Say the start, then count back only the ones taken away.

ON ANIMAL MATH

PRINTABLE **Subtraction Fact Drills to 10**: any sheet, two rows at a time

MAKER **Subtraction Fact Drills**: Fact Range Within 10, Problems per Sheet 18

QUIZ **Subtraction Quiz**

EXIT TICKET **Kindergarten Subtraction Within 10 Exit Tickets**: Exit Ticket 7.10

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