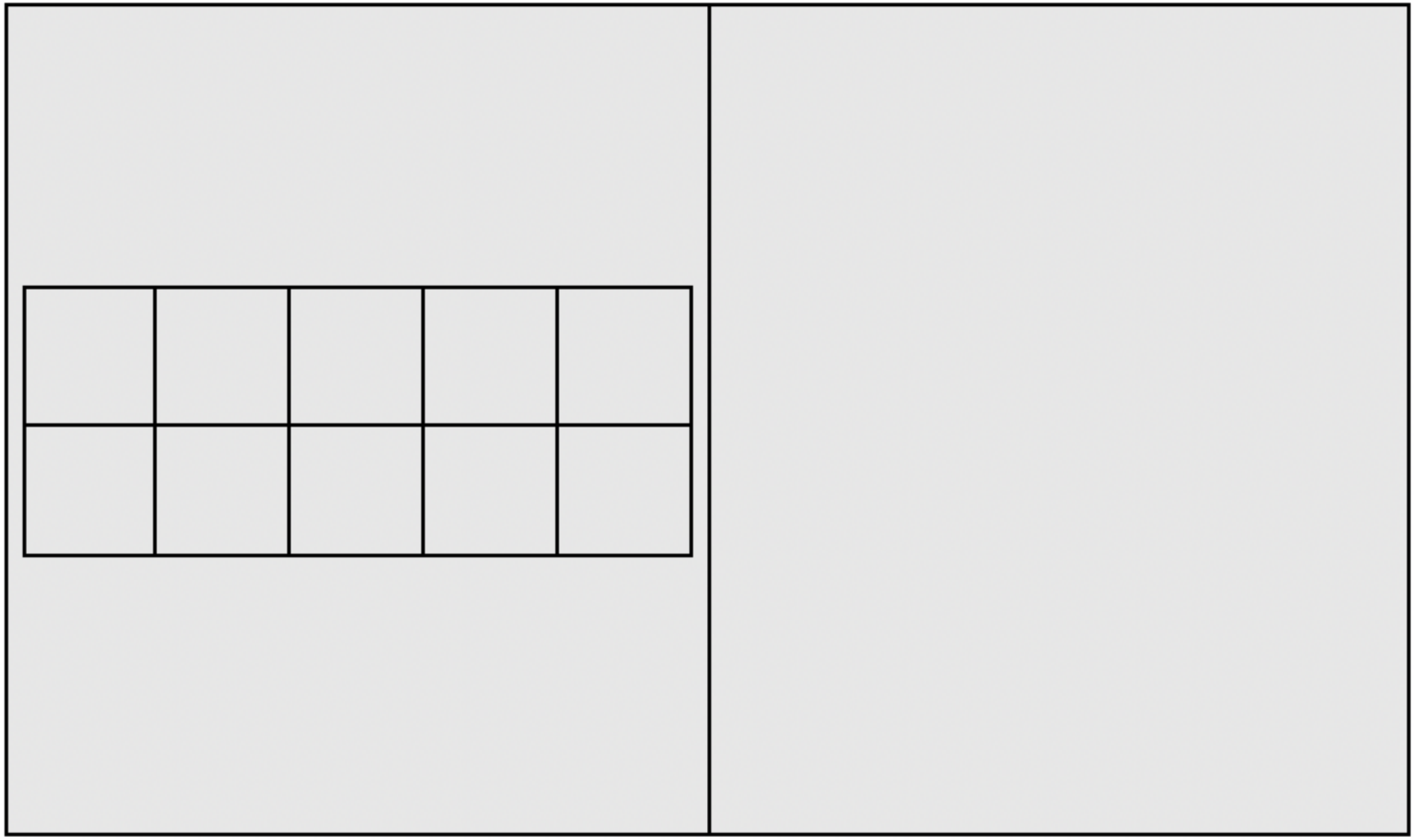
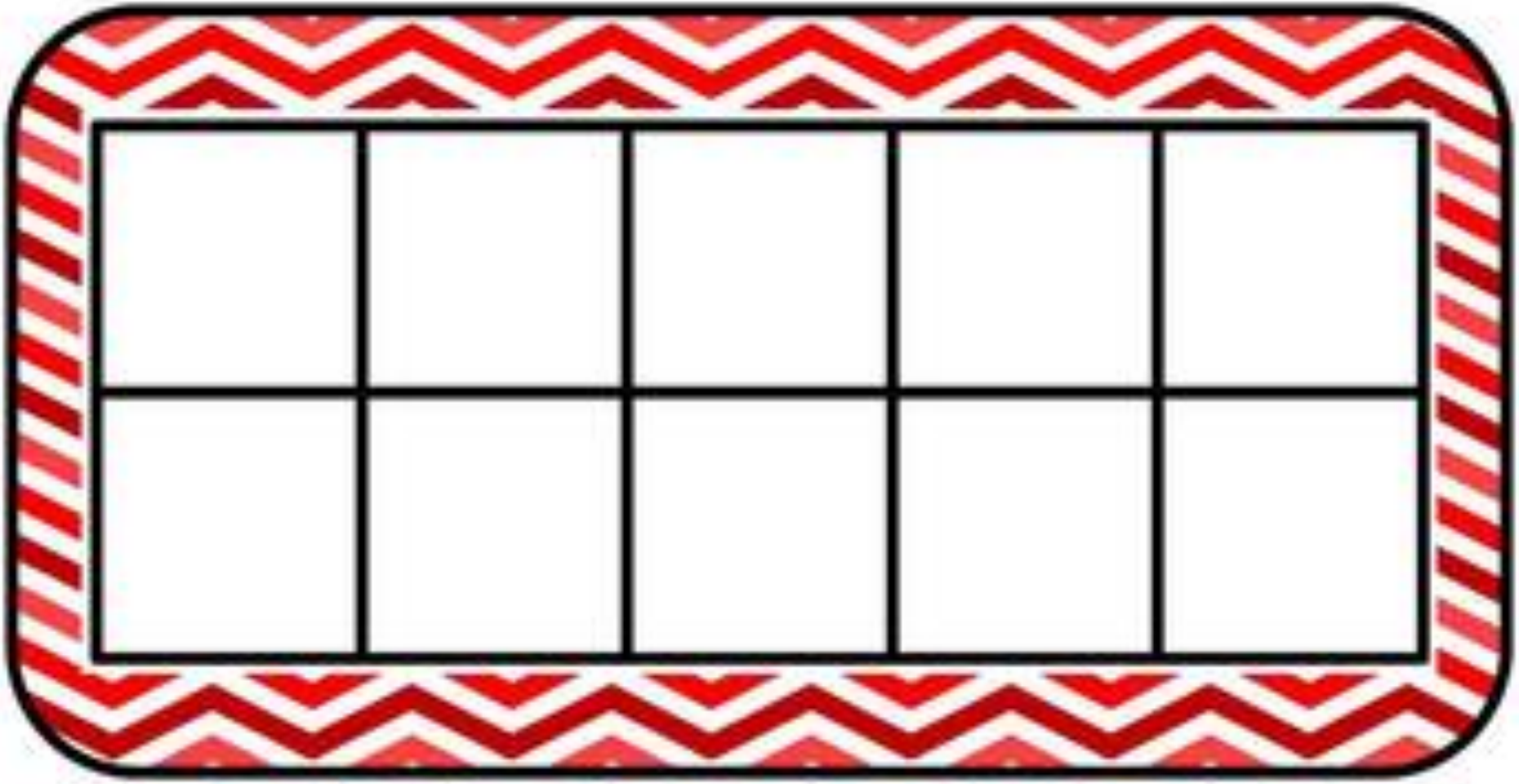
0	1	2	3	4
5	6	7	8	9
0	1	2	3	4
5	6	7	8	9

10 FRAMES RECORD





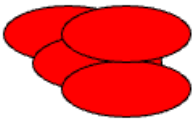
I have 6. Who has the ‘Friend’ of 5?	I have 1. Who has the ‘Friend’ of 7?
I have 5. Who has the ‘Friend’ of 3?	I have 3. Who has the ‘Friend’ of 8?
I have 7. Who has the ‘Friend’ of 2?	I have 2. Who has the ‘Friend’ of 4?
I have 8. Who has the ‘Friend’ of 1?	I have 9. Who has the ‘Friend’ of 9?

Make 10 (A)

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

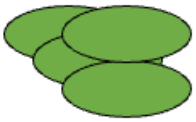
Make 10 (B)

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

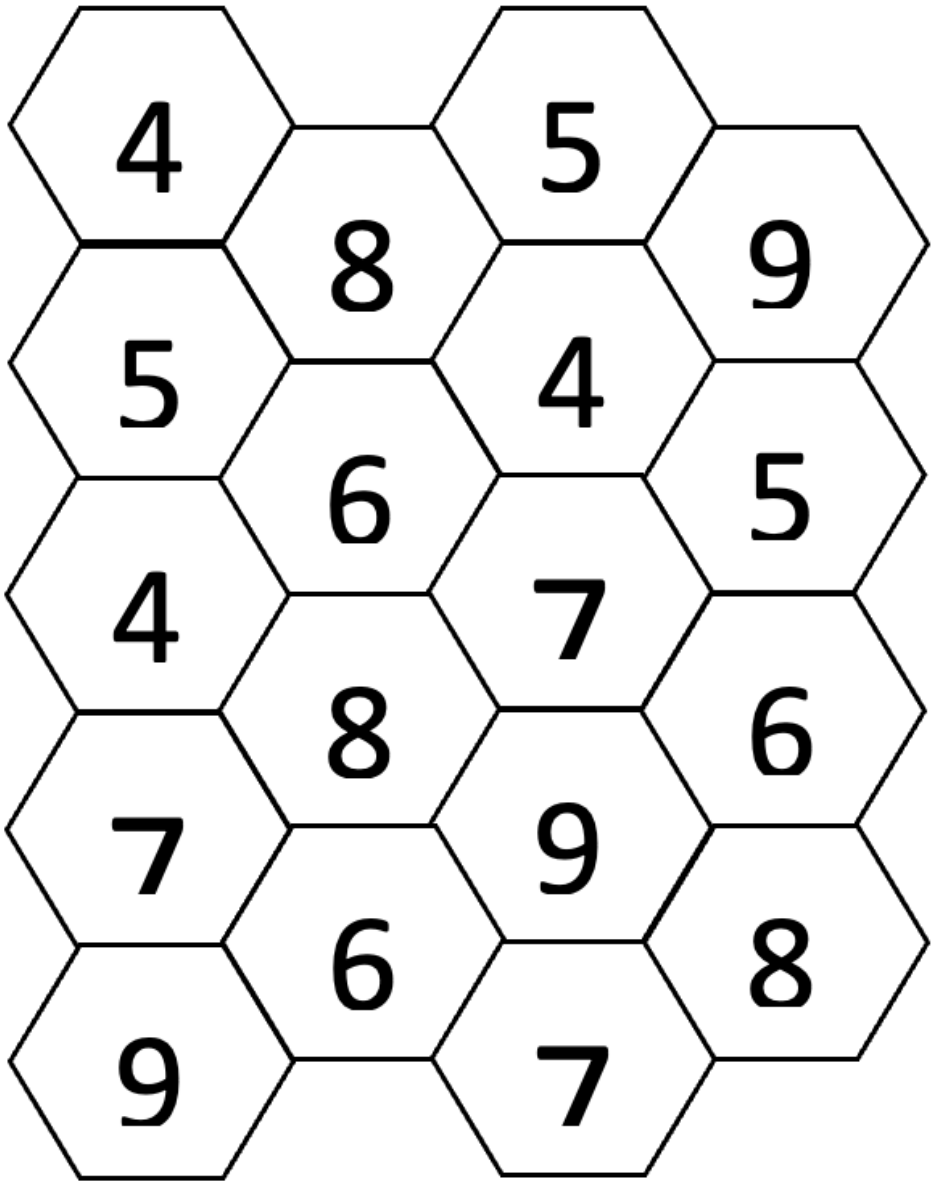


TAKE AWAY

NEED: Six-sided dice; pens/counters of two different colours



1. Take turns to roll the dice.
2. Find the compatible number for 10.
3. Cover/mark it with your counter/pen.
4. If not available, miss a turn.
5. Player with most counters/marks wins.



Adapted by T. Shellshear from '*Maths Investigations through Games*' Kirby, D. & Short G. (1991)