















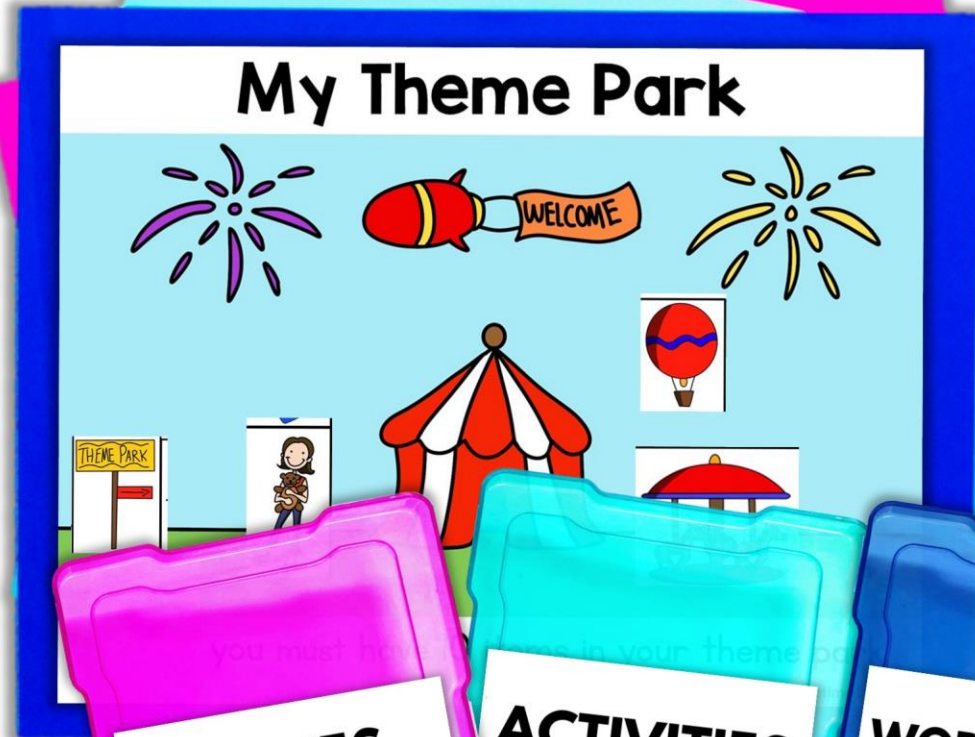
1ST GRADE

10 MORE 10 LESS

Name: May **Butterfly Math**
Find 10 more and 10 less than each number.

| | |
|---|---|
| 1. 10 less 78 10 more   | 5. 10 less 33 10 more   |
| 2. 10 less 58 10 more   | 6. 10 less 92 10 more   |
| 3. 10 less 64 10 more   | 7. 10 less 21 10 more   |
| 8. 10 less 82 10 more   | |

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GAMES

ACTIVITIES

WORKSHEETS

**175+
PAGES**

10 WORKSHEETS


Name: **May** **Butterfly Math**
Find 10 more and 10 less than each number.


1. 10 less **78** 10 more
68 **88**


5. 10 less **33** 10 more
23 **43**


6. 10 less **92** 10 more


Name: **Stacy** **Matching at the Party**


72+10 

91-10 


34+10 


58 

81 

56 

Name: **Sarah** **Plant Growth**
Color the plant green if the answer is correct. Color the plant red if the answer is wrong. Write the correct answer if the answer is wrong.

1. 10 more than 92 is 102 

4. 10 more than 83 is 73 

Name: **Luke** **Fill in the Blank**
Figure out what number needs to go in the blank present to make the equation correct.

1. $75 - \boxed{10} = 65$

2. $\boxed{68} - 10 = 58$

3. $39 + 10 = \boxed{49}$

4. $10 + \boxed{63} = 73$

5. $\boxed{56} - 10 = 46$

6. $24 + 10 = \boxed{34}$

7. $\boxed{17} + 10 = 27$

8. $\boxed{82} - 10 = 72$

9. $\boxed{73} + 10 = 83$

10. $52 + 10 = \boxed{62}$

Name: **Alex** **Math on the Number Line**
Find 10 more and 10 less than the number marked on the number line.


1. **15** **25** **35**


2. **55** **65** **75**


3. **35** **45** **55**


4. **75** **85** **95**


Name: **Kelly** **Monster Math**
Color the monster and the jar that go together.


Monster 57 


Monster 87 

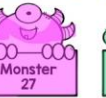
Monster 47 


Monster 97 


Monster 17 


Monster 67 


Monster 7 


Monster 27 


Jar 27+10 


Jar 77-10 


Jar 17-10 

Jar 57-10 


Jar 87+10 


Jar 47+10 


Jar 97-10 


Jar 27-10 


Name: **Kira** **Smile or Frown**
There is one wrong answer in each box. Color in the smile or frown to show if the answer is correct.


1. $64 + 10 = 74$ 


$52 - 10 = 62$ 


$18 + 10 = 28$ 


$33 - 10 = 23$ 


2. $84 + 10 = 94$ 


$13 - 10 = 3$ 


$69 + 10 = 79$ 


$22 - 10 = 32$ 


3. $56 + 10 = 46$ 


$88 - 10 = 78$ 


$47 + 10 = 57$ 


$19 - 10 = 9$ 


4. $43 + 10 = 53$ 


$82 - 10 = 92$ 


$31 + 10 = 41$ 


$74 - 10 = 64$ 


5. $66 + 10 = 76$ 


$25 - 10 = 35$ 


$51 + 10 = 61$ 

$39 - 10 = 29$ 

6. $44 + 10 = 54$ 




$92 - 10 = 82$ 

$28 + 10 = 38$ 

$14 - 10 = 24$ 

CUT & GLUE ACTIVITY



| | | | |
|--|--|--|---------|
| $72+10$  | $62+10$  | $52-10$ | $42+10$ |
| $32-10$ | $22+10$ | $102+10$  | |
| $22-10$ | $52+10$ | $112-10$ | $12-10$ |

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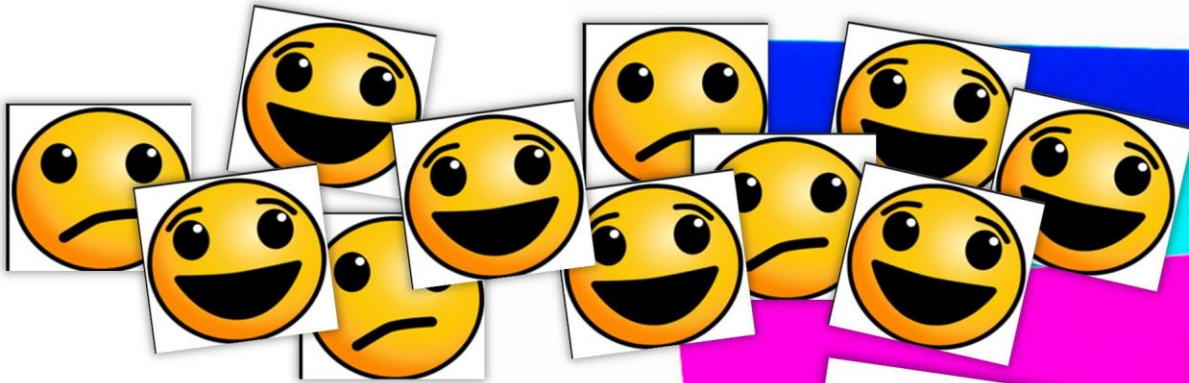
Students cut out each apple and glue it where it belongs.

MATCHING GAME

Students **match up**
each **question** with
the **correct answer**.

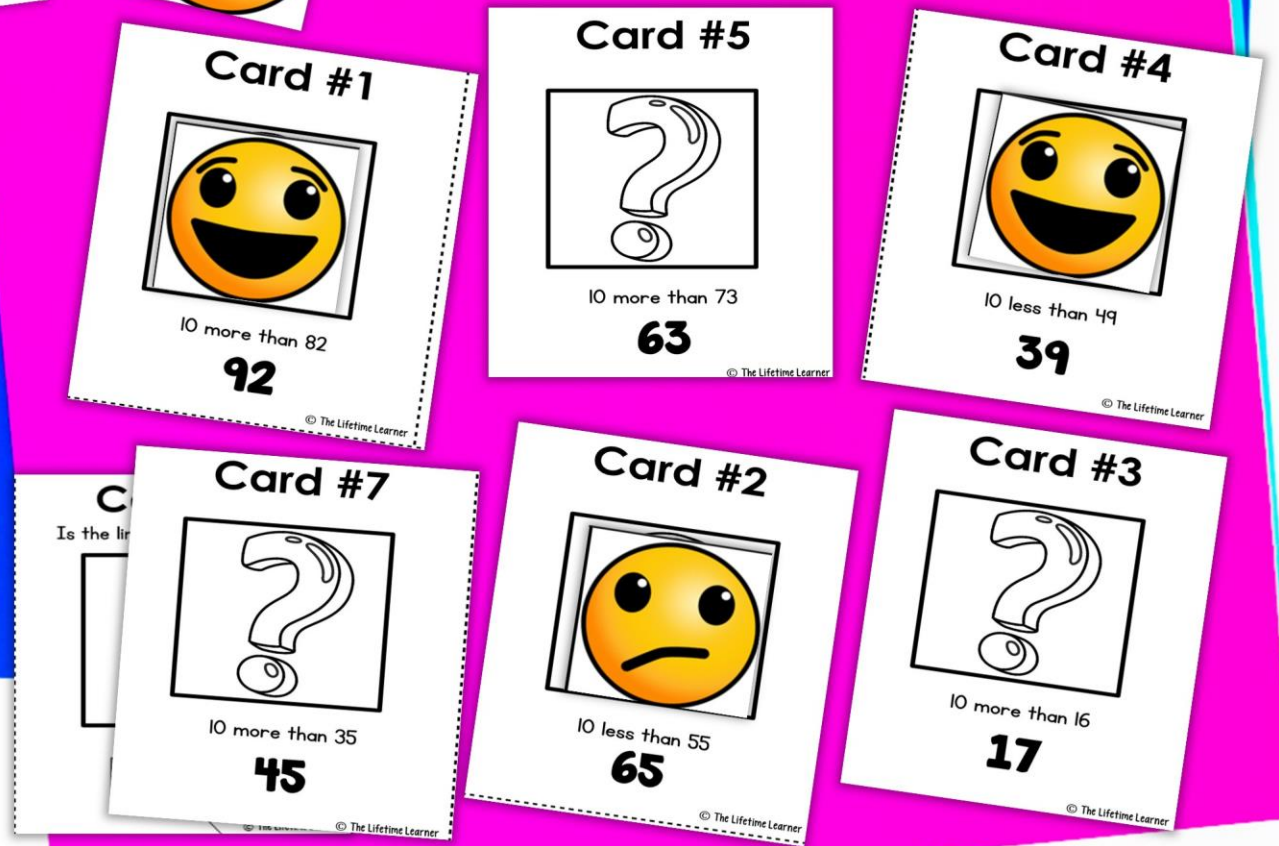


MATH SORT



Students **use their error analysis skills** to **decide if each answer is correct.**

They put a happy or sad face on each card.



GAME #1

LINE THEM UP!
START!
74-10
2

LINE THEM UP!
64
42-10
2

LINE THEM UP!
32
11-10
2

LINE THEM UP!
21
3-10
2

LINE THEM UP!
13
87-10
2

LINE THEM UP!
52
FINISH!
2

LINE THEM UP!
START!
23-10
1

LINE THEM UP!
33
32-10
1

LINE THEM UP!
22
63-10
1

LINE THEM UP!
73
13-10
1

LINE THEM UP!
3
35-10
1

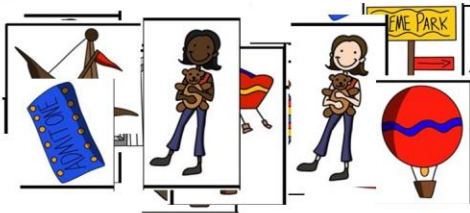
LINE THEM UP!
21
FINISH!
1

HOW TO PLAY:

- Students pair up in teams.
- Students race to line up their cards in order before the other team.

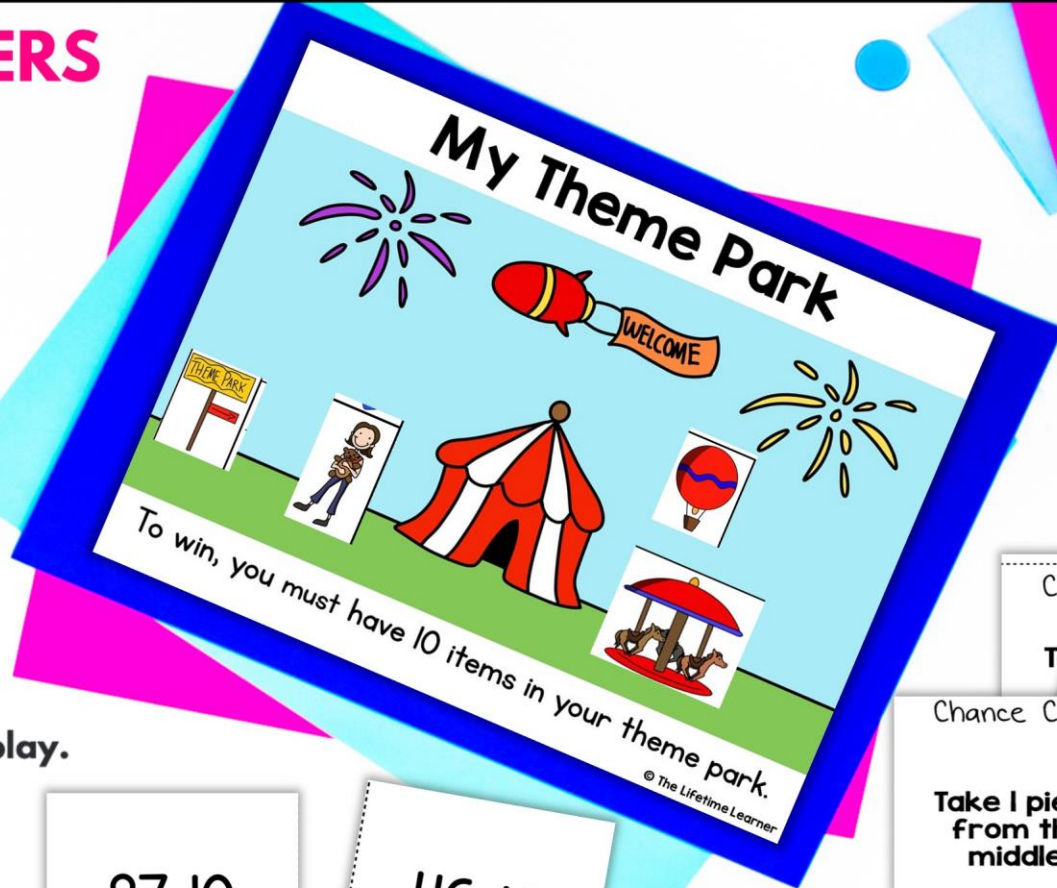
GAME #2

FOR 2-4 PLAYERS



HOW TO PLAY:

1. All players receive a game mat.
2. Students answer a question card.
3. If they are correct, they earn an item.
4. The first person to earn 10 items wins.
5. Chance cards included to spice up gameplay.



$$87+10$$

#1

$$46+10$$

$$73+10$$

83

#3

$$23+10$$

#4

Chance Card!

To

Chance Card!

Chance Card!

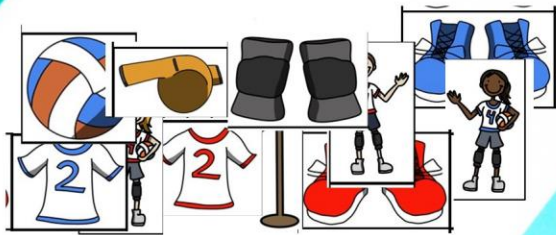
Take 1 piece from the middle.

Take a piece from the middle and give it to another player.

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GAME #3

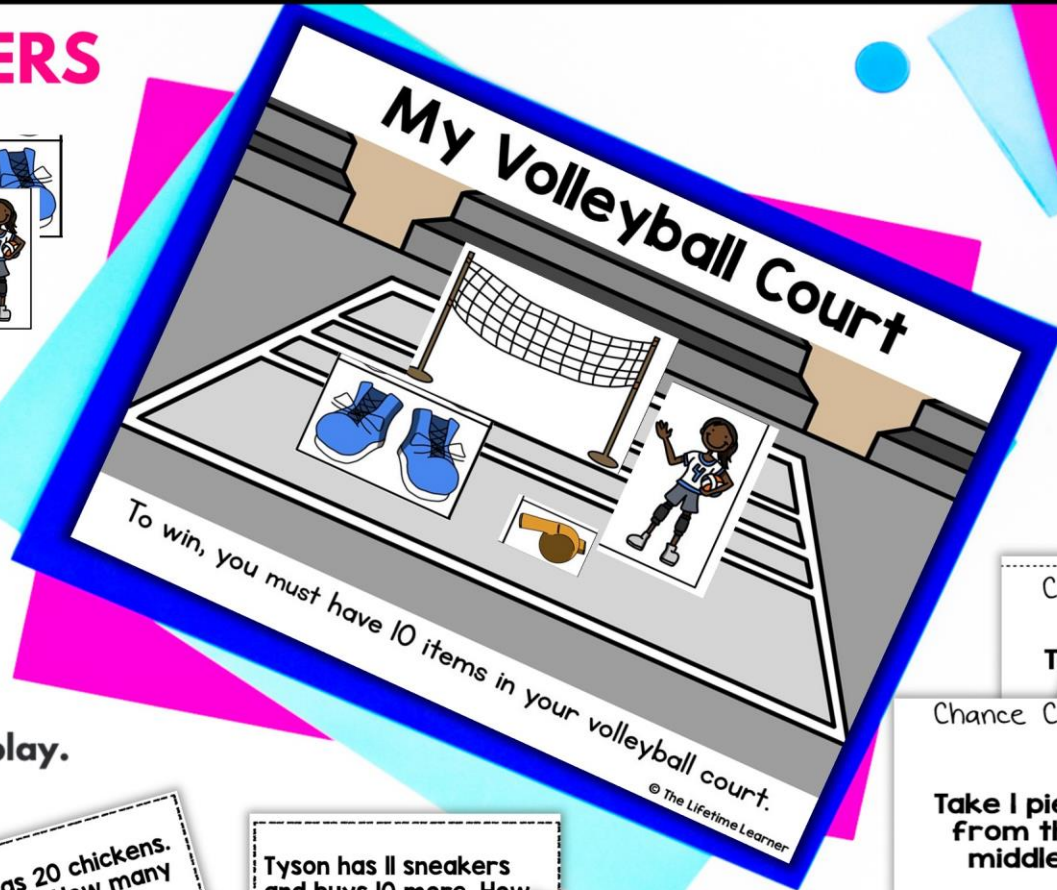
FOR 2-4 PLAYERS



HOW TO PLAY:

1. All players receive a game mat.
2. Students answer a question card.
3. If they are correct, they earn an item.
4. The first person to earn 10 items wins.
5. Chance cards included to spice up gameplay.

great practice with
word problems



Natalie has 20 chickens.
10 run away. How many
does she have now?

Tyson has 11 sneakers
and buys 10 more. How
many pairs of sneakers
does he have now?

Sarah has 63 books and
sells 10 of them. How
many books does she
have left?

53

#2

Dad has 52 donuts and
buys 10 more. How
many donuts does he
have now?

#4

Chance Card!

To

Chance Card!

Chance Card!

Take 1 piece
from the
middle.

Take a piece
from the middle
and give it to
another player.

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GAME #4

Students find each answer and match each pet to the correct cage. The first one done wins! Then, they switch boards and play again!

Cat Board: Find 10 Less

25
Find 10 less than 35.

85
Find 10 less than 95.

65
Find 10 less than 75.

45
Find 10 less than 55.

35
Find 10 less than 45.

15
Find 10 less than 25.

55
Find 10 less than 65.

75
Find 10 less than 85.

95
Find 10 less than 105.

Dog Board: Find 10 More

Find 10 more than 45.

Find 10 more than 85.

Find 10 more than 35.

Find 10 more than 65.

Find 10 more than 95.

Find 10 more than 55.

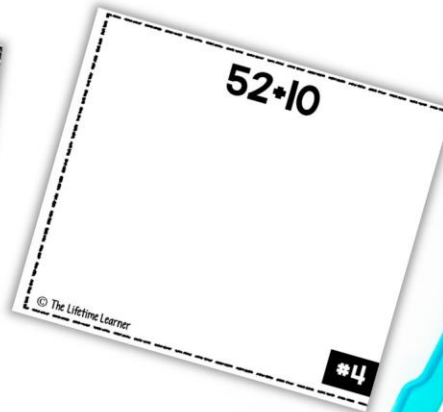
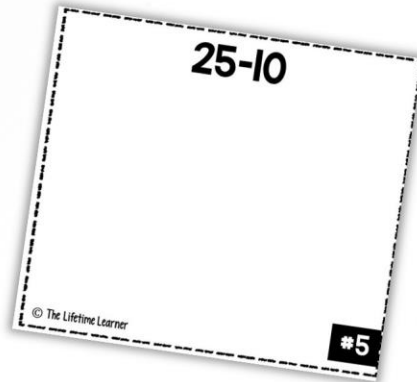
Find 10 more than 75.

Find 10 more than 15.

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GAME #5

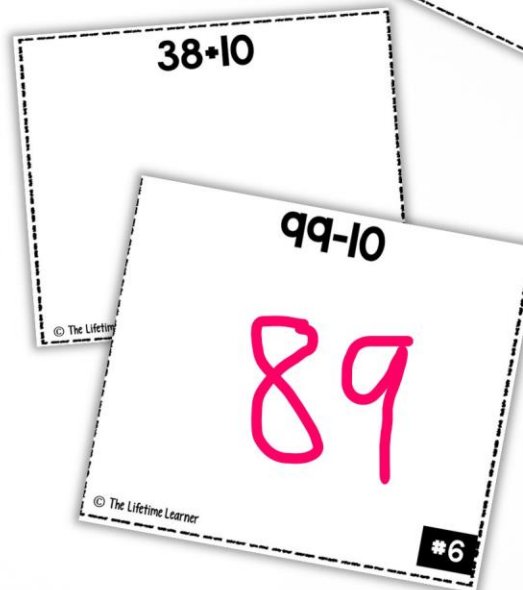
the **perfect** game to play with the **whole class**



Click the bucket to see this game in action.

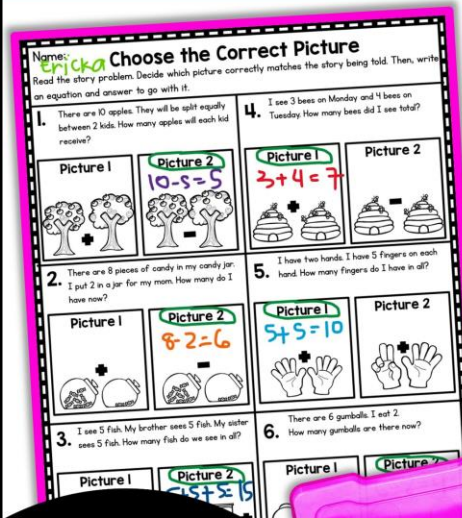
HOW TO PLAY:

1. Students answer task cards.
2. If they get it right, they drop it in the bucket.
3. Students play for a set amount of time.
4. At the end of gameplay, the teacher draws task cards out of the bucket.
5. Any student whose task card gets pulled out gets a small prize.



BUY THE BUNDLE AND SAVE BIG!

1ST GRADE MATH BUNDLE



4500+
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YOU MAY ALSO LIKE:

LET'S GO TO THE **ZOO** **find 10 more or 10 less**
1.NBT.5



EDITABLE
ROOM TRANSFORMATION

1st GRADE
By: The Lifetime Learner

PARTY **add 2 digit numbers**
1.NBT.4



EDITABLE
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DETECTIVE day **math review**
1.NBT.1-6



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CUT & COLOR
1st Grade Math



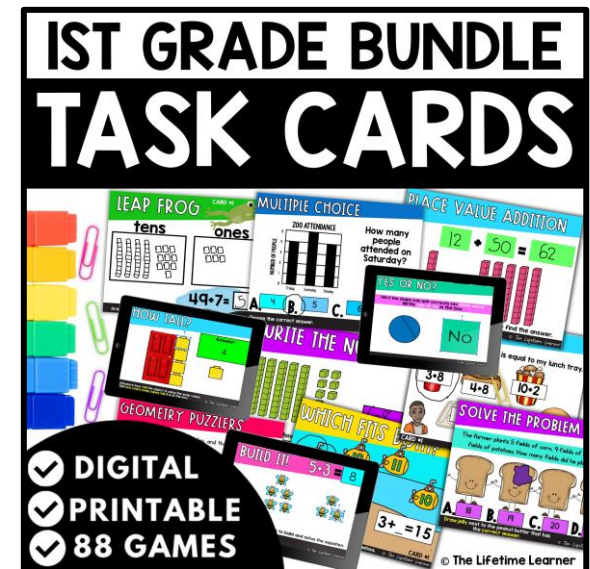
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