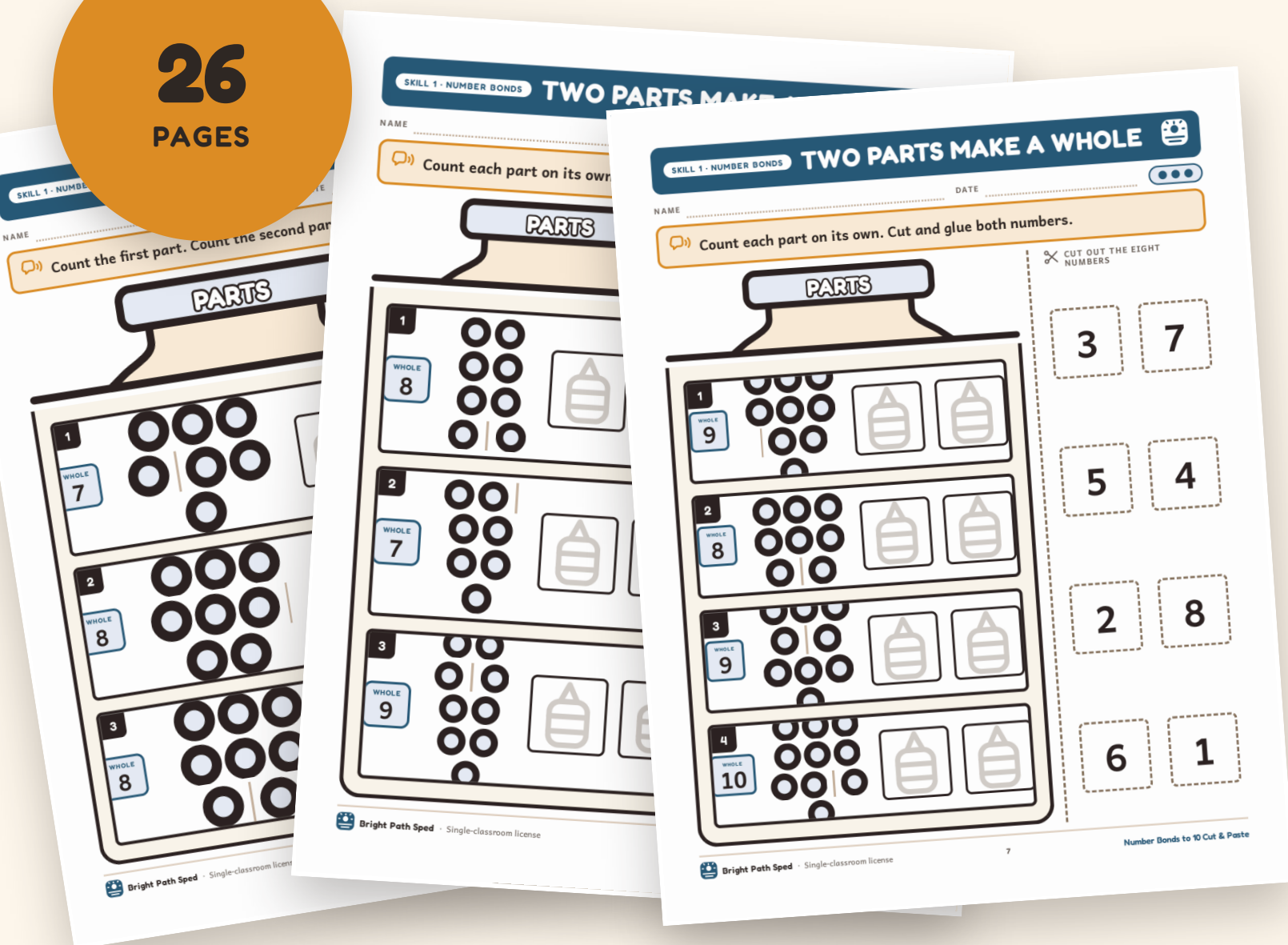


NUMBER BONDS

Cut and Paste to 10, 3 Levels

26
PAGES





Five part-whole skills, each printed at three levels. The whole is printed on every single box, at every level, on every skill in this pack — that never goes away.

1 Read the plan page cold if you have to

The SAY THIS box is a script. Words in quotation marks are meant to be read out loud exactly as written — a substitute or a paraprofessional who has never seen the lesson can pick it up and run it.

2 Pick a level per student, not per class

Level 1 tints the known part so there is no wrong piece to pick up. Level 2 removes the tint and adds one number on the strip that answers nothing. Level 3 removes every scaffold but the whole itself, which never disappears.

3 Find the whole before anything else

On a bond jar it is the number in the top box. On the split-whole jar it is the tinted “Whole” box above the two counted groups. On Make a Ten it is the ten-frame itself — ten boxes, always.

4 Make a Ten counts the EMPTY boxes

A ten-frame with some boxes already filled: the answer is how many MORE make ten, not how many are already there. The frame stays at every level because reading it correctly is the whole skill.

5 Write the data on the plan page

The data box sits at the bottom of every plan page rather than on a separate sheet, because a separate sheet does not get filled in.

If you only do one thing

Start with Skill 1 even for a student who can already add — splitting a whole into two counted parts with no addition asked for at all is the fastest way to see whether the idea of a whole and its parts has landed before a bond map adds a missing number.



NAME

DATE



Count the first part. Count the second part. Glue both numbers.

PARTS

✂ CUT OUT THE
SIX NUMBERS

7

4

1

2

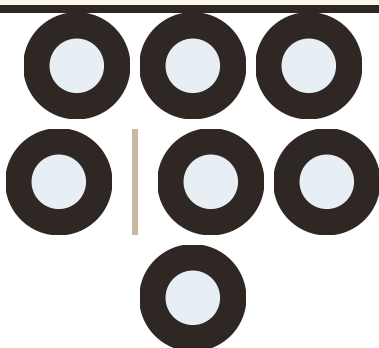
3

6

1

WHOLE

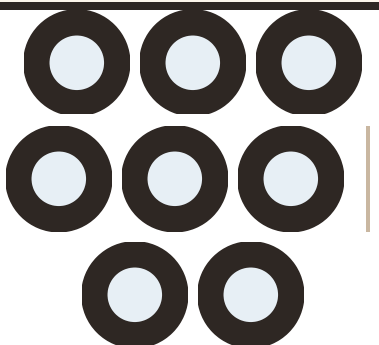
7



2

WHOLE

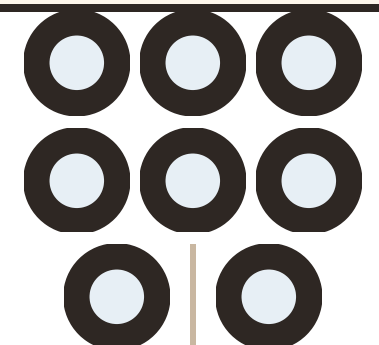
8



3

WHOLE

8





NAME

DATE



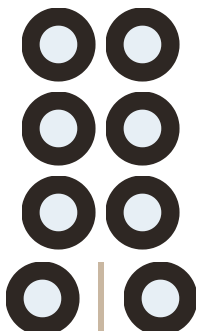
Count each part on its own. Glue both numbers for each row.

PARTS

1

WHOLE

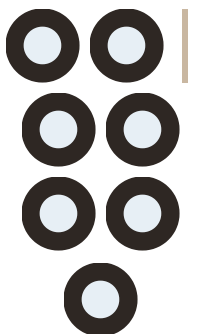
8



2

WHOLE

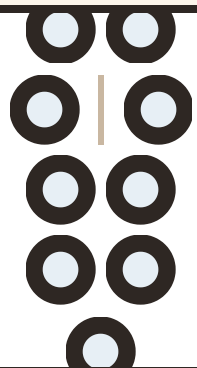
7



3

WHOLE

9

CUT OUT THE SEVEN NUMBERS
— ONE IS LEFT OVER

1

6

5

2

8

3

7





NAME

DATE



Read the whole and the part you know. Glue the missing part.

TO 5

1

$$4 = 1 +$$



2

$$5 = 3 +$$



3

$$3 = 2 +$$

✂ CUT OUT THE
THREE NUMBERS

1

3

2





NAME

DATE



Read the whole and the part you know. Glue the missing part.

TO 10

1

$$6 = 4 +$$



2

$$8 = 5 +$$



3

$$7 = 6 +$$

✂ CUT OUT THE
THREE NUMBERS

3

2

1



NAME

DATE



Read the part you know. Glue the missing part that makes ten.

BONDS 10

1

$$10 = 2 +$$



2

$$10 = 6 +$$



3

$$10 = 9 +$$

✂ CUT OUT THE
THREE NUMBERS

4

1

8



NAME

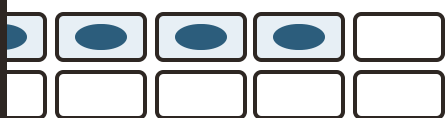
DATE



Count the empty boxes in the frame. Glue how many more make ten.

MAKE 10

1



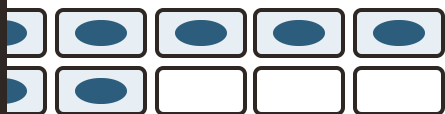
MAKE

10

=



2



MAKE

10

=



3



MAKE

10

=



CUT OUT THE
THREE NUMBERS

3

8

6





Bonds for 10 and Make a Ten are the two skills this pack builds toward; both answer keys above can double as a quick fluency reference.

Number Bonds for 10

Level 1 $10=2+8$ $10=6+4$ $10=9+1$

Level 2 $10=4+6$ $10=8+2$ $10=1+9$ $10=5+5$ (leftover piece: 3)

Level 3 $10=3+7$ $10=7+3$ $10=9+1$ $10=2+8$ $10=4+6$

Make a Ten

Level 1 $4 \rightarrow 6$ $7 \rightarrow 3$ $2 \rightarrow 8$

Level 2 $1 \rightarrow 9$ $3 \rightarrow 7$ $6 \rightarrow 4$ $8 \rightarrow 2$ (leftover piece: 5)

Level 3 $9 \rightarrow 1$ $5 \rightarrow 5$ $2 \rightarrow 8$ $7 \rightarrow 3$ $1 \rightarrow 9$ $3 \rightarrow 7$

