Maths Ninjas Set 1 (pairs that make 10)

The Maths Relevance Explained

This first set is about knowing the 6 pairs of numbers that add to make 10.
ie. $0 + 10 = 10$
$1 + 9 = 10$
$2 + 8 = 10$
$3 + 7 = 10$
$4 + 6 = 10$
$5 + 5 = 10$
So, there are only 6 facts to learn, but your child needs to be able to use each fact however it is disguised!
eg. Knowing $3 + 7 = 10$ means that your child should also know
$7 + 3 = 10$
$10 - 7 = 3$
$10 - 3 = 7$
and that they can be written with the unknown in any position. eg. $7 = 10 - \square$

Instant recall of the pairs that make 10 is essential for mental arithmetic. If you are in a shop, paying with a pound coin for an item that costs 32p, you can say to yourself,
"Plus 8p (because I know $2 + 8 = 10$) gets me to 40p,
plus 60p (because I know $4 + 6 = 10$, and so also know $40 + 60 = 100$) gets me to 100p,
so I need to receive 68p in change."
If you need to calculate $23 - 7$, you can easily take away 3 to get to 20,
then you can easily take away the other 4 (so long as you also know that $7 = 3 + 4$),
giving the answer 16 (because you know that $10 - 4 = 6$, so you also know $20 - 4 = 16$).

With secure, instant recall of number bonds (addition and subtraction), your child will feel confident doing mental calculations.

How to Help Your Child to Learn these Number Bonds

➢ Learn one of the 6 facts on the first day, eg $5 + 5 = 10$. Check recall at random times during the day, eg. " 5 plus what makes 10?". It takes only a couple of seconds each time. On the second day, add in a second fact, eg $1 + 9 = 10$. Check recall of both facts at random times during the day. After 6 days, your child will know the basic facts. Then move on to disguising them, by asking, " 10 take away 3 gives how many left?" and similar.

➢ Once the basic facts are known, try a revision game to reinforce them. If you can, buy a 0 to 9 die*, or make a $0 - 10$ spinner. Play a board game with your child that needs a die. On your turn roll the $0 - 9$ die, but you have to move the number that must be added to the number you rolled to make 10. eg. If you rolled a 4, you move on 6!

➢ If your child learns well visually, you could help by getting him/her to draw out 10 dots in a well-spaced array as over the page, and box them up in the pairs that make 10. If he/she draws them on card, or you paste these onto card, you can make mini-jigsaws from them.

➢ If you have a set of spotty dominoes, challenge your child to pick out all the dominoes that have a total of 10 spots.

*A mixed set of dice, very useful for playing games to revise number bonds , can be bought for about £3 from Amazon