Parent Portal – Math Pre-K – Grade 2
Fact Practice – Fishing for Doubles

Materials

- Resource 1: Example Using Double Ten Frame
- Resource 2: Double Ten Frame
- deck of cards (with face cards and jokers removed)
- 20 small manipulatives (e.g., beans, buttons, pennies, etc.)

Objective

Students will build fluency adding doubles facts with addends up to ten.

Variations

- Initially, use only two suits of cards. As your child becomes more fluent with their doubles, use all four suits and increase the number of cards dealt from five to seven.
- The double ten frame is a tool to help students organize objects in a format that allows them to quickly identify the amount. As students become more fluent with doubles, discontinue using the double ten frame and encourage them to solve using mental math.
- If only one child is playing, have the child solve the equations on the adult's turn for additional practice.

Vocabulary

addend – a number that is combined or added to other numbers in an addition equation

doubles fact – an addition equation where both addends are the same

fluency (with) – the ability to accomplish a task with both speed and accuracy

sum – the total amount when two or more numbers are added together; the answer to an addition number sentence

ten frame – a two-by-five rectangular frame used to organize objects in groups of ten for quick counting and to develop number sense

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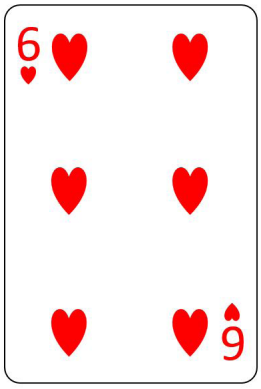
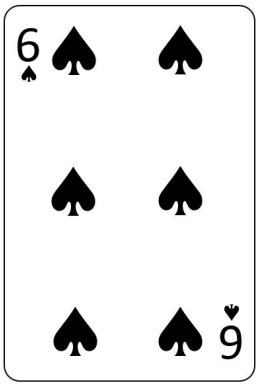
Procedure

1. Fishing for Doubles can be played with 2-4 players.
2. Hold up an ace and explain that for today's game, an ace will represent one.
3. Deal five cards to each player and place the remaining cards in a stack facedown.
4. All players look at their cards, pull out any matches, or doubles, they have in their hand, and set them aside in their own pile of matches.
5. Player 1 chooses a player and asks them for a specific card in order to make a match with one of the cards they hold in their hand. For example, "Player 2, do you have a six?"
6. If the player being asked has that card, they must hand it over. If not, they say "Fish for Doubles!" and Player 1 draws the top card from the deck. If the card drawn does not match the one asked for, play continues to Player 2.
7. If Player 1 makes a match either by receiving or drawing the matching card, they complete their turn by building an addition expression on Resource 2 using the numbers on the cards.
8. Using the manipulatives, Player 1 represents the first addend on the top row of the double ten frame and the second addend on the bottom row. They then read the doubles fact aloud with the sum. For example, "Six plus six equals twelve." Player 1 places the cards in the pile with their other matches.
9. Then Player 2 takes their turn. Play continues until all cards are used or until time runs out. The player with the most matches in their pile wins.

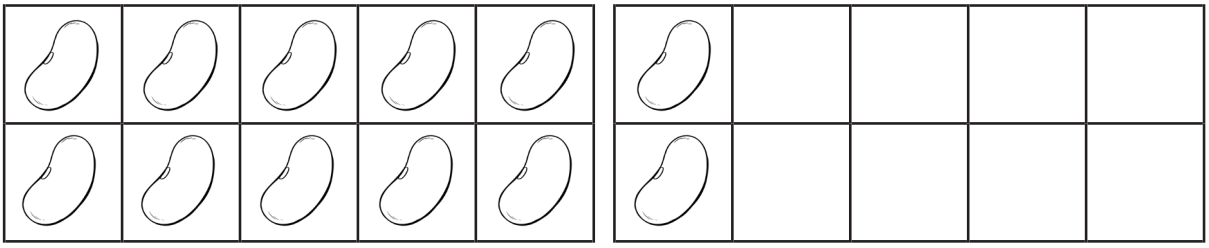
Resource 1 – Example Using Double Ten Frame

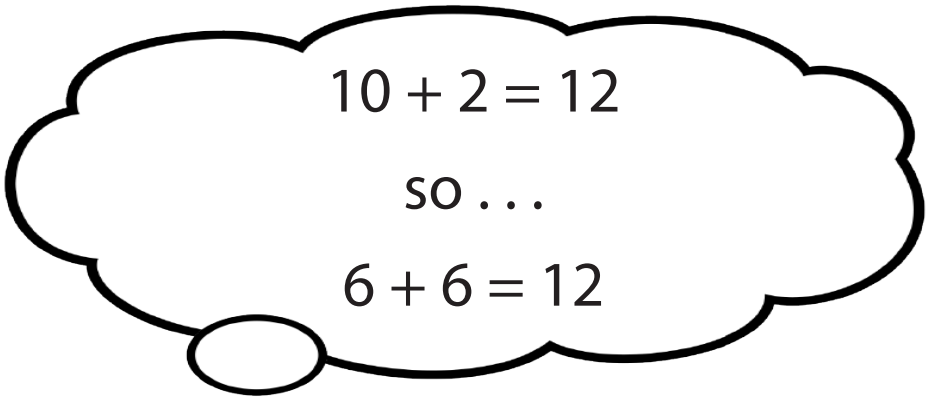
Cards Drawn:





Example of student thinking while using the double ten frame to solve:





Resource 2 – Double Ten Frame

Place the matching card here.

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Place one card here.