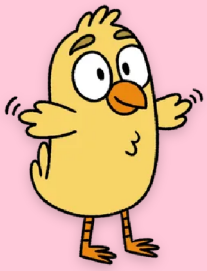
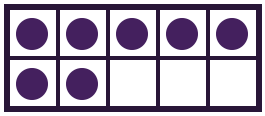
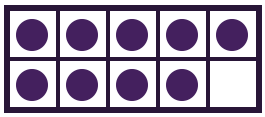
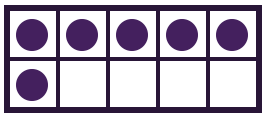
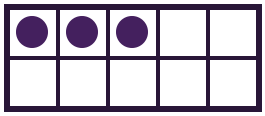
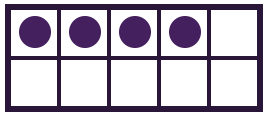
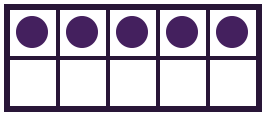
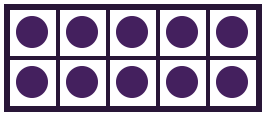
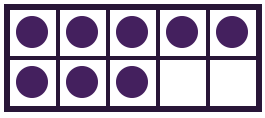
MATCHING & MEMORY · GRADES K–1

Ten Frame Memory Match

Cut out the cards. Play memory: a match is a ten frame and the number of dots in it.

Name: _____ **Date:** _____



7	10	8	
5		6	
4			
3		9	

How to play: cut out the cards and mix them up face down. Take turns flipping two. A match? Keep it and go again. The player with the most pairs wins.

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