

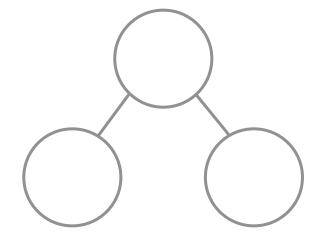
Write the number

Write an addition problem that equals to 1

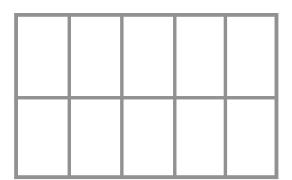
Write the number before and after

1

Fill in the part-whole model



Colour in the tens frame



Colour 1 block







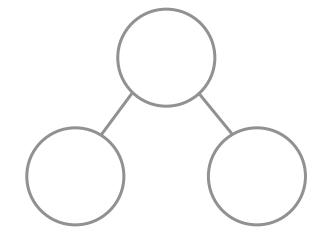
Write the number

Write an addition problem that equals to 2

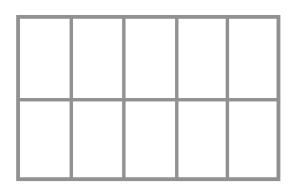
Write the number before and after

2

Fill in the part-whole model



Colour in the tens frame



Colour 2 blocks







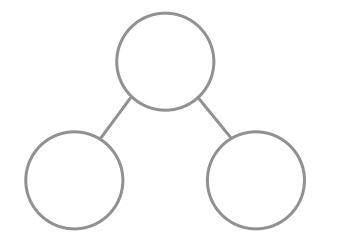
Write the number

Write an addition problem that equals to 3

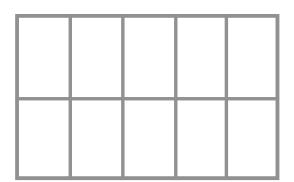
Write the number before and after

3

Fill in the part-whole model



Colour in the tens frame



Colour 3 blocks







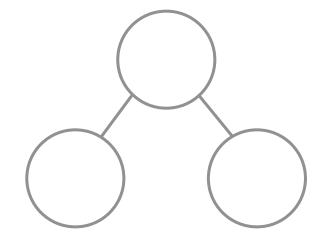
Write the number

Write an addition problem that equals to 4

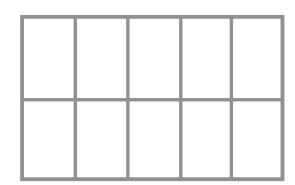
Write the number before and after

4

Fill in the part-whole model



Colour in the tens frame



Colour 4 blocks







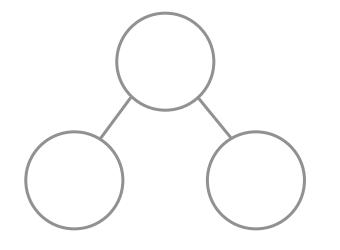
Write the number

Write an addition problem that equals to 5

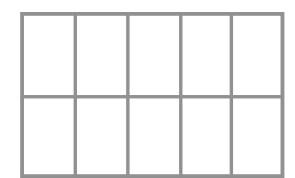
Write the number before and after

5

Fill in the part-whole model



Colour in the tens frame



Colour 5 blocks







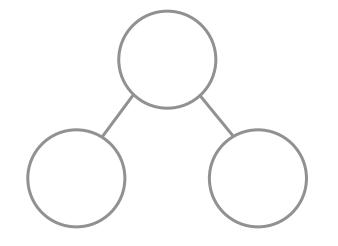
Write the number

Write an addition problem that equals to 6

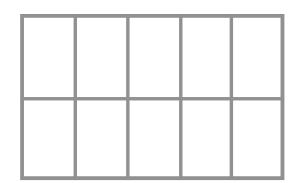
Write the number before and after



Fill in the part-whole model



Colour in the tens frame



Colour 6 blocks







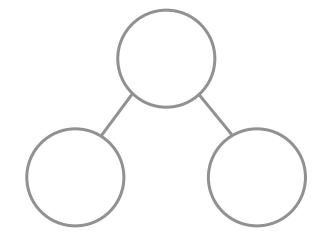
Write the number

Write an addition problem that equals to 7

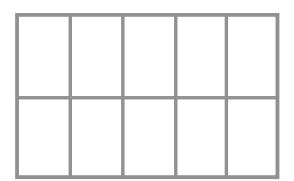
Write the number before and after

7

Fill in the part-whole model



Colour in the tens frame



Colour 7 blocks







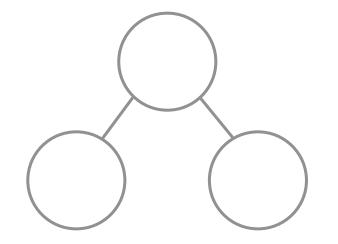
Write the number

Write an addition problem that equals to 8

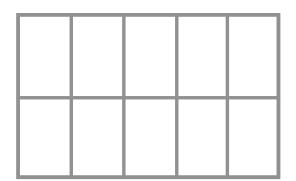
Write the number before and after

8

Fill in the part-whole model



Colour in the tens frame



Colour 8 blocks







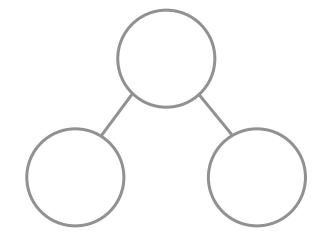
Write the number

Write an addition problem that equals to 9

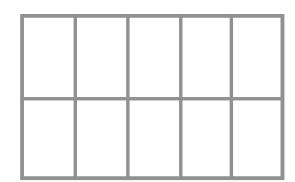
Write the number before and after



Fill in the part-whole model



Colour in the tens frame



Colour 9 blocks







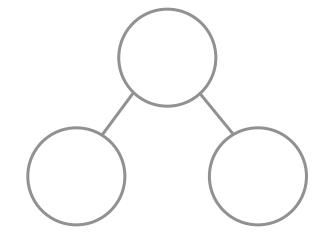
Write the number

Write an addition problem that equals to 10

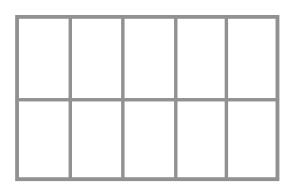
Write the number before and after

10

Fill in the part-whole model



Colour in the tens frame



Colour 10 blocks



