## Task notes

Memory tens
Ngā Meka Tāpiri ki te Tekau

## () Notes for parents and activity

The purpose of this game is to help your child to:

- learn their addition facts to 10


Here's what you do.

- Remove the joker, kings and jacks from a regular pack of playing cards.
- Agree with your child that the queens are going to stand for zero.
- Shuffle and either spread the cards out face down or leave them in a pile.
- Take turns to choose pairs.
- Keep the pairs that add up to ten. (eg. $6+4,10+Q, 5+5$ )
- The first person to get ten pairs is the winner.



## Task notes <br> Ngā Meka Tāpiri ki te Tekau Memory tens



## He tauira kōrero Māori

| Anei te pūkei kāri. | Here's the pack of cards. |
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| Ka tangohia ngā kīngi me ngā tiaki. | We'll take out the kings and jacks. |
| Ko ngā kāri tahi ki te tekau e toe ana, me <br> ngā kūini. Ko ngā kū̄ni hei tohu i te kore. | We've got the ones to tens cards left, as well <br> as the queens. Let the queens stand for zero. <br> Riwhiriwhia ngā kāri. Whakatakotoria kia <br> anga whakararo. <br> Shuffle the cards. Put them face down. <br> Tangohia kia rua ngā kāri. Pick up two cards. |
| Tāpiria ō kāri e rua. | Add the two cards together. |
| Mēnā ko te tekau te tapeke, me pupuri ki a koe. | If the total is ten you keep them. |
| Mēnā kāore i tekau te tapeke, me <br> whakahoki ngā kāri. | If the total is not ten, put the cards back. |
| Kei a koe te tangohanga kāri ināianei. | Your turn to pick up cards now. |
| Ko te tangata tuatahi kia tekau ana takirua <br> kāri, ko ia te toa. | The first person to get ten pairs of cards is <br> the winner. |



