



*Groupings that make up 10 Hippos*



*Groupings that make up 10 Hippos*

$$0 + ?$$

*Groupings that make up 10 Hippos*

$$1 + ?$$

*Groupings that make up 10 Hippos*

$$2 + ?$$

*Groupings that make up 10 Hippos*

$$3 + ?$$

*Groupings that make up 10 Hippos*

$$4 + ?$$

*Groupings that make up 10 Hippos*

$$5 + ?$$

*Groupings that make up 10 Hippos*

$$10 + ?$$

*Groupings that make up 10 Hippos*

$$9 + ?$$

*Groupings that make up 10 Hippos*

$$8 + ?$$

*Groupings that make up 10 Hippos*

$$7 + ?$$

*Groupings that make up 10 Hippos*

$$6 + ?$$

*Groupings that make up 10 Hippos*

$$10 - 0$$

*Groupings that make up 10 Hippos*

$$10 - 1$$

*Groupings that make up 10 Hippos*

$$10 - 2$$

*Groupings that make up 10 Hippos*

$$10 - 3$$

*Groupings that make up 10 Hippos*

$$10 - 4$$

*Groupings that make up 10 Hippos*



*Groupings that make up 10 Hippos*



*Groupings that make up 10 Hippos*

$$10 - 5$$

*Groupings that make up 10 Hippos*

$$10 - 6$$

*Groupings that make up 10 Hippos*

$$10 - 7$$

*Groupings that make up 10 Hippos*

$$10 - 8$$

*Groupings that make up 10 Hippos*

$$10 - 9$$

*Groupings that make up 10 Hippos*

$$10 - 10$$

*Groupings that make up 10 Hippos*

$$10 - 1$$

*Groupings that make up 10 Hippos*

## Groupings that Make Up 10 Happy Hippos



*I am learning to quickly recall groupings that make up 10*

**Equipment:** 4 hippo cards, 4 stop cards, a double set of equation cards from the list being practiced (for 2-4 players).

**How to Play:** The object of the game is to collect the most cards

- Add the hippo and stop cards to the mixed up equation cards.
- Play begins by turning all the cards upside down and spreading them around on the table.
- The first player begins by declaring how many problems he thinks he can correctly solve (limit of 1-4) before getting a hippo or stop card. He then chooses one card at a time and answers AS HE CHOOSES IT. His turn continues until he reaches the number declared, misses an equation, or until he draws a pig or stop card.
- All hippo and stop cards go back onto the table after each turn.
- A stop card automatically ends his turn. The child may keep any cards already earned. A hippo card automatically ends the turn but any cards won in that turn must be spread out on the table again, facedown.
- The game continues until only the hippo and stop cards remain.