

Explore Screen

In the Explore screen, students can focus on place value, adding strategies, and even subtraction, as they figure out how to combine and break apart numbers. Teachers can use this screen as a tool for number talks.

TOTAL of all the numbers in use

251 =

COMBINE numbers that add over ten by making tens

MOVE numbers by dragging the bottom

DRAG numbers out and play!

BREAK APART numbers by dragging the top

Make a Ten

20 15
Explore

5 + 3 = 8
Adding

+ 1 ☆
Game

PhET

Hide Total

Adding Screen

The Adding can be used as an intervention tool or homework helper. Here students can enter a custom addition problem and find the sum using the combining strategies they learned on the Explore screen.

EDIT the numbers you want to add

66 + 225 =

MAKE TENS to combine the two numbers and find the sum

Make a Ten

20 15
Explore

5 + 3 = 8
Adding

+ 1 ☆
Game

PhET

Game Screen

In the Game screen users answer challenges that build their number sense and addition skills.

The screenshot shows the 'Make a Ten' game interface. At the top, there are three pink challenge cards: one with two hands and '+', one with '7 + 9', and one with '20'. Below these are four teal cards: one with a person and '10', one with '59 + 3', one with '100' and a person, and one with a person and '100'. At the bottom are three purple cards: one with '600' and '3', one with '540 + 30', and one with '400' and a person. A question mark icon is in the top right corner. Callout boxes provide details: 'LEVEL 2: Discover an add-with-9 strategy' points to the pink cards; 'LEVEL 4: work on place value by adding with decade numbers' points to the teal cards; 'DESCRIBE the learning goals of each level' points to the question mark; and 'EARN a star for every completed challenge' points to the star icons on the cards. The bottom navigation bar includes a speaker icon, a home icon, and buttons for 'Explore', 'Adding', and 'Game'.

LEVEL 2:
Discover an add-with-9 strategy

LEVEL 4: work on place value by adding with decade numbers

DESCRIBE the learning goals of each level

EARN a star for every completed challenge

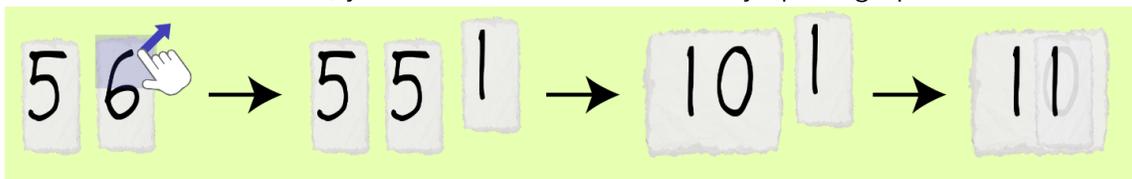
Make a Ten

Explore Adding Game

PHET

Insights into Student Use

- When two numbers add over 10, you must first “make a ten” by splitting up one of the numbers.



- Some students, especially younger ones, will want to break apart a number into 1s. Encourage them to count how many 1s they get from the number they started with.
- Some students will put a 3 next to a 4 and say “This is 34.” This is an opportunity to see that 34 is not made of a 3 and a 4 but rather 30 and 4 – an important insight into place value.

Suggestions for Use

Number Talks (using the Explore screen)

- Pick a number like 12 and explore; you can break it into a 10 and 2, twelve 1s, three 4s, or four 3s.
- Break apart 63 into six 10s and three 1s. Predict how many 10s and 1s you will get with 75.
- Hide the total. Bring up a selection of numbers and challenge the class to find the total.
- Start with 63 and ask what needs to be added to make 85.
- Start with 85 and ask what needs to be removed to make 63.

Sample Challenge Prompts

- How many different ways can we express the same number?
- If I break up a number and put it back together, will I always get the same number?
- When I need to “make a ten” to combine two numbers, do I always make ten in the same way?

See all published activities for Make-A-Ten [here](#).

For more tips on using PhET sims with your students, see [Tips for Using PhET](#).