| 0 | 1 | 2 | 3 | 4 | 5 |
| :---: | :---: | :---: | :---: | :---: | :---: |
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Player 1
$\square$


Aim
To be the first player to fill their wall with Bond Blocks
Materials
A game for pairs. Each pair needs:
Two of each Bond Blocks 1, 2, 3, 4, 5 in a jumbled pile within reach of both players.

## Instructions

Player One:

- Flick the spinner
- Hold up this many of fingers.
- Say the two-part bond that makes 5
(i) "Fingers up [known part spun],
(ii) and fingers down [previously unknown part
(iii) is 5 [whole hand].

For example, "2 and 3 is 5 ".

- Pick up both blocks that join to make the two-part bond of five
- Place these blocks on their wall.

Player Two has their turn

If a player spins a number and there are no blocks left to collect, they say the bond, but do not collect any blocks.

Students will need to use the commutative property of addition. For example, spinning 2 and 3 counts as 3 and 2 . The same blocks are collected for each spin. The Commutative Property of Addition: swapping the position of the parts does not alter the size of the whole.

When the spinner lands on a line, the player who flicked it chooses the side of the line on which the spinner finishes.

## Getting Started

Watch the Unboxing Videos to see what is in yourkit (on USB and online).
2. Watch the Introducing Bond Blocks Professional Leaming Video (on USB).
3. Read the Implementation Guide which will expla in how to get started with the Bond Blocks System for Whole Class Teaching in Years 1 to 3 or as Intenvention for Years 1 to 6 .
4. Try a few activities in your classroom.
5. Watch the Implementation Videosfor tips on how to use the Bond Blocks Core Kit (on USB).

## Counting

1) Forwards 1 to 10: Build ing Steps
2) Forwards 10 to 20 : Build ing Steps a lifite harder
3) Number After: Greater Number
4) Number After: G reater Numbera litite harder 3) Backwards 10 to 1: Building Steps 3) Backwards 20 to 10: Building Steps a liwie harder ) Number Before: Lesser Number 5) Identifying Numbers 6 to 10 : Building Steps 5) Identifying Numbers 1 to 5: Building Steps a litie easie


## Bonds of 5

6) Bonds: Building a Wall
7) Fuency: Filling a Wall
8) Ruency: Tic-Tac-Toe
9) Ruency: Racing Cars
10) Subtraction: Building a W
11) Equation: Building
12) Equation: Build ing
13) Missing Number Equatio easie
14) Missing Number Equations. Three In a Row
15) Missing Number Equations: Tic-TaC-Toe a litite harde
16) Representing Addition: Thinkboard
17) Representing Subtraction: Thinkboard
18) Word Problems: Wholes to 5


Doubling and Halving to 10
16.1) Bonds: Building a Wall (section 1)
17.2) Bonds: Building a Wall (section 2
18) Fuency Halves: Filling a Wall
19) Near Double: Strategy Concept
19) Near Double: Strategy Concept a lifile harder
20) Near Double: Strategy Fluency

## Five Pius Bonds

21.1) Bonds: Building a Wa l| (section 1)
21.2) Bonds: Building a Wall (section 2) 23) Ruenc: $y$ : Ti
24) Addition: Build ing a Wall
25) Subtraction: Build ing a Wall


## Bond Blocks USB

The Bond Blocks Core Kit includes a USB with an offline copy of the website content videos moctivity for explic it teaching and support materials.

## Bonds of 10

26.1) Bonds: Building a Wall (section 1 and 2)
26.2) Bonds: Build ing a Wall (section 3)
27) Ruency: Filling a Wal
29) Addition: Build Tac-Toe
30) Subtraction: Build ing a Wall
31) Equation: Building
31) Equation: Build ing a litie easier
32) Missing Number Equations: Fill a Row
32) Missing Number Equations: Tic-Tac-Toe a lifite harder 33) Representing Addition: Thinkboard
33) Representing Subtraction: Thinkboard


## Bonds of 6, 7, 8, 9

34) Bonds of 6 or 7 Bonds: Building a Wall 34) Bonds of 8 or 9 Bonds: Building a Wall 35.1) Subtaction: Build ing a Wall (section 1) 35.2) Subtraction: Build ing a Wall (section 2) 36) Fuency: Shake and Spill 37) Ruency: Racing Monster Tucks 38) Bonds of 6 or 7 Equation: Building 38) Bonds of 8 or9 Equation: Bullaing 39) Bonds of 6 Missing Number Equations: Tic -Tac-Toe 39) Bonds of 7 Missing Number Equations: Tic-Tac-Toe 39) Bonds of 9 Missing Number Equations Tic-Tac-Toe 40) Word Problems: Wholes to 10

## Ten Plus Bonds

41) Bonds: Three In a Row
42) Bonds: Multiple Representations
43) Bonds: Place Value Partitioning
44) Addition and Subtraction: Ten and One
45) Addition: Building With Three Part
6.1) Equation: Building (section 1)
46) Addition: Build ding a Wall
48.1) Subtaction: Tic-Tac-Toe (section 1)
48.2) Subtraction: Tic-Tac -Toe (section 2)
47) Missing Number Equations: Tc -Tac-Toe
48) Missing Number Equations: Tic-Tac-Toe a litite harder

Complete every activity board with one set of Bond Blocks.

Ten Plus Bonds (continued)
50) Bridging Ten Addition: Strategy 9+
50) Bridging Ten Addition: Strategy 19+a litie harder 50) Bridging Ten Addition: Strategy 19+
51) Bridging Ten Addition: Strategy 8+
51) Bridging Ten Addition: Strategy 18+a litite harder
52) Bridging Ten Addition: Strategy 7, 8, 9+
52) Bridging Ten Addition: Strategy Teen +a litite harder
53) Bridging Ten Subtraction: Strategy Taking Away
53) Bridging Ten Subtraction: Strategy Taking Away a litie harder
54) Bridging Ten Subtraction: Strategy Adding On
54) Bridging Ten Subtraction: Strategy Adding On
54) Bridging Ten Subtraction: Strategy Adding On a litite harder
55) Partitioning Addition: Strategy Five Plus Bonds 55) Partitioning Addition: Strategy Five Plus Bonds a 55) Partioioning Addiuon: Stategy ive Plus Bonds a litie harder 56) Partitioning Subtraction: Strategy Five Plus Bonds a litie harder

> D) 57.1) Bonds: Building a Wall (section 1) 57.2) Bonds: Buiding a Wall scetion 2) 58) Fuency Doubles: Filling a Wall 59) Fuency Halves: Filling a Wall 60) Fuency Doubles: Racing Kayaks 61) Ruency Halves: 20 :acing Snowboards 62) NearDouble: Strategy Concept 62) NearDouble: Strategy Concept a lite harder 63) NearDouble: Strategy Fluency

## Bonds of 11 to 20

## 64) Addition: Lulu

65) Subtraction: Difference
66) Equation: Buliding
67) Missing Number Equations: Rac ing Motorc ycles
68) Word Problems: Wholes to
69) NearTen: Strategy +9
70) Near Ten: Strategy +9 a lizie harder
71) Near Ten: Strategy +9 a liwe harder
72) NearTen: Strategy - 11 a liwte harder
73) NearTen: Strategy -9
74) Near Ten: Strategy -9 a litite harder

- To identify all of the two-part bonds of 10

To use the commutative property of addition to identify equivalent bonds of 10 .

## Materials

An activity for individuals. Each student needs:

- Two of each Bond Blocks from 1 to 10 placed in
jumbled pile within reach of the student.
One dry erase marker and write and wipe sleeve.
Section Three: Instructions
3a: Part-Part-Whole
- Define the top row of the frame as the whole.

Define the top row of the frame as the who
(i) Place one row of blocks from Section Two in the part section, bottom row, of the frame.
(ii) Fill in the part-part-whole diagram to
represent this build.
(iii) Rearrange the order of the parts and fill
in the other part-part-whole diagram.
Repeat this for each row of blocks in
Section Two.

- Explain that knowing the commutative property of addition almost halves the number of bonds to be remembered. Cross out one part-part-whole diagram in each pair.


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## 10

## 10





