Bonds of 5 Filling a Wall Fluency



Player 1

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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.

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.





Player 2

If a player spins a number and there are no blocks left to collect, they say the bond, but

In this box **108 Printed Activity Boards**

Getting Started

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



Bond Blocks USB

The Bond Blocks Core Kit includes a USB with an offline copy of the website content, videos modelling every activity for explicit teaching and support materials.

Bonds of 10

- 26.1) Bonds: Building a Wall (section 1 and 2) 26.2) Bonds: Building a Wall (section 3) 27) Fluency: Filling a Wall 28) Fluency: Tic-Tac-Toe 29) Addition: Building a Wall 30) Subtraction: Building a Wall 31) Equation: Building 31) Equation: Building a little easier 32) Missing Number Equations: Fill a Row 32) Missing Number Equations: Tic-Tac-Toe a little harder 33) Representing Addition: Thinkboard
- 33) Representing Subtraction: Thinkboard

34) Bonds of 6 or 7 Bonds: Building a Wall 34) Bonds of 8 or 9 Bonds: Building a Wall 35.1) Subtraction: Building a Wall (section 1) 35.2) Subtraction: Building a Wall (section 2) 36) Fluency: Shake and Spill 37) Fluency: Racing Monster Trucks 38) Bonds of 6 or 7 Equation: Building 38) Bonds of 8 or 9 Equation: Building 39) Bonds of 6 Missing Number Equations: Tic-Tac-Toe 39) Bonds of 7 Missing Number Equations: Tic-Tac-Toe 39) Bonds of 8 Missing Number Equations: Tic-Tac-Toe 39) Bonds of 9 Missing Number Equations: Tic-Tac-Toe



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 Parts 46.1) Equation: Building (section 1) 46.2) Equation: Building (section 2) 47) Addition: Building a Wall 48.1) Subtraction: Tic-Tac-Toe (section 1) 48.2) Subtraction: Tic-Tac-Toe (section 2) 49) Missing Number Equations: Tic-Tac-Toe 49) Missing Number Equations: Tic-Tac-Toe a little harder



Bonds of 6, 7, 8, 9

40) Word Problems: Wholes to 10





13) Missing Number Equations: Fill a Row a little easier 13) Missing Number Equations: Tic-Tac-Toe a little harder

12) Equation: Building a little easier

Counting

Bonds of 5

6) Bonds: Building a Wall

7) Fluency: Filling a Wall

8) Fluency: Tic-Tac-Toe

9) Fluency: Racing Cars

12) Equation: Building

10) Addition: Building a Wall

11) Subtraction: Building a Wall

1) Forwards 1 to 10: Building Steps

2) Number After: Greater Number

3) Backwards 10 to 1: Building Steps

4) Number Before: Lesser Number

1) Forwards 10 to 20: Building Steps a little harder

2) Number After: Greater Number a little harder

4) Number Before: Lesser Number a little harder

5) Identifying Numbers 6 to 10: Building Steps

3) Backwards 20 to 10: Building Steps a little harder

5) Identifying Numbers 1 to 5: Building Steps a little easier

14) Representing Addition: Thinkboard

13) Missing Number Equations: Three In a Row

- 14) Representing Subtraction: Thinkboard
- 15) Word Problems: Wholes to 5

Doubling and Halving to 10



16.1) Bonds: Building a Wall (section 1) 16.2) Bonds: Building a Wall (section 2) **17) Fluency Doubles:** Filling a Wall 18) Fluency Halves: Filling a Wall 19) Near Double: Strategy Concept 19) Near Double: Strategy Concept a little harder

20) Near Double: Strategy Fluency



Five Plus Bonds

21.1) Bonds: Building a Wall (section 1) 21.2) Bonds: Building a Wall (section 2) 22) Bonds: Multiple Representations

- 23) Fluency: Tic-Tac-Toe
- 24) Addition: Building a Wall
- 25) Subtraction: Building a Wall



Bond Blocks Implementation bondblocks.com/implementation

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 little harder
- 51) Bridging Ten Addition: Strategy 8+
- 51) Bridging Ten Addition: Strategy 18+ a little harder
- 52) Bridging Ten Addition: Strategy 7, 8, 9+
- 52) Bridging Ten Addition: Strategy Teen+ a little harder
- 53) Bridging Ten Subtraction: Strategy Taking Away
- 53) Bridging Ten Subtraction: Strategy Taking Away a little harder
- 54) Bridging Ten Subtraction: Strategy Adding On
- 54) Bridging Ten Subtraction: Strategy Adding On a little harder
- **55) Partitioning Addition:** Strategy Five Plus Bonds
- 55) Partitioning Addition: Strategy Five Plus Bonds a little harder
- 56) Partitioning Subtraction: Strategy Five Plus Bonds
- 56) Partitioning Subtraction: Strategy Five Plus Bonds a little harder

Doubling and Halving to 20

- **57.1) Bonds:** Building a Wall (section 1)
- 57.2) Bonds: Building a Wall (
- 58) Fluency Doubles: Filling a Wall
- 59) Fluency Halves: Filling a Wall
- 60) Fluency Doubles: Racing Kayaks
- 61) Fluency Halves: Racing Snowboards
- 62) Near Double: Strategy Concept
- 62) Near Double: Strategy Concept a
- 63) Near Double: Strategy Fluency

Bonds of 11 to 20

- 64) Addition: Lulu
- 65) Subtraction: Difference
- 66) Equation: Building
- 67) Missing Number Equations: Racing Motorcycles
- 68) Word Problems: Wholes to 20
- 69) Near Ten: Strategy +9
- 69) Near Ten: Strategy +9 a little harder
- 70) Near Ten: Strategy -11
- 70) Near Ten: Strategy -11 a little harder
- 71) Near Ten: Strategy -9
- 71) Near Ten: Strategy -9 a little harder

26 Section 3

Aim

- 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 a
- 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.
 (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.

Whole				
Part	Part			

10	
10	
10	









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Aim

To be the first player to reach the finish.

Materials

A game for pairs. Each pair needs:

• Two different coloured transparent counters. One for each player.

Instructions

- Place counters on START.
- Players take turns to flick the spinner and move to the next space worth the number spun.
- If the player moves to the wrong place they move back 2 spaces. The player who identifies the error moves forward 3 spaces.





• The player does NOT move the number of spaces spun. • More than one player can land on the same space.

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Bonds of 11 to 20 Wholes to 20 Word Problems





In a class 8 children had pet cats. Seven more than this had dogs. How many children had pet dogs?

They won by 9 points. How many points did the losing team score?



In a soccer game the losing team scored 6 goals. They lost by 7 goals. How many goals were kicked in the game?

> In the car park there was a long queue of cars waiting for a green traffic light. Eight cars got through the green light before it changed. This left 12 cars waiting. How many cars were in the queue of cars before the green light?



Melissa collected tea cups and saucers. When she matched the cups and saucers she found she had 7 fewer saucers. There were 12 saucers. Unfortunately whilst she was matching them she broke 3 tea cups. How many tea cups did she end up with?

Primary Student Resource Mathematics (Numeracy) Award for the Bond Blocks Series

CATEGOR' WINNER

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Bond® Blocks www.bondblocks.com

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