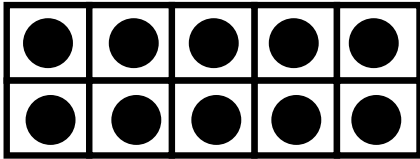
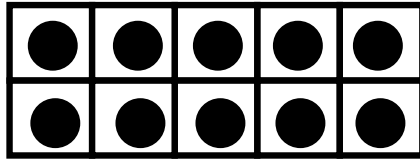


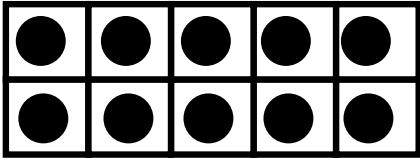
Subtraction: Spinner 6



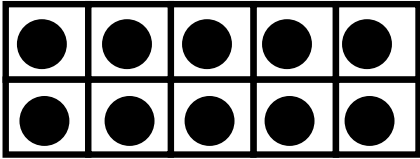
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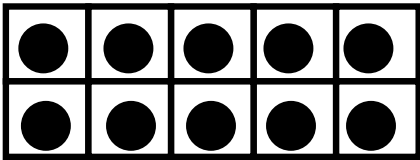
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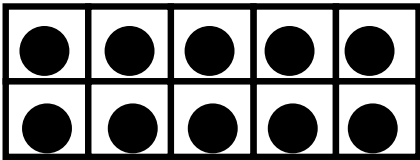
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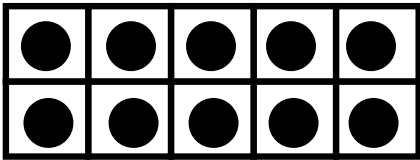
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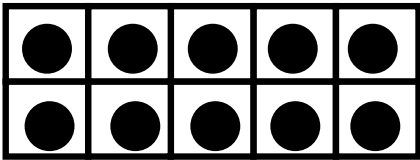
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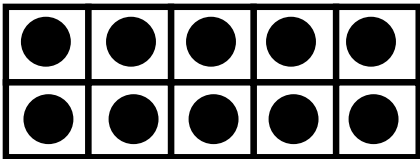
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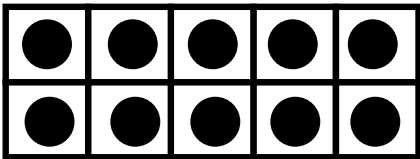
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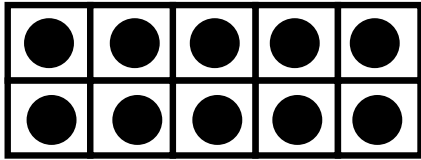


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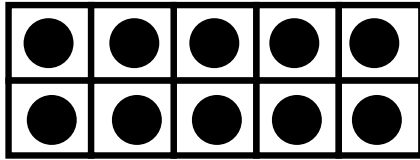


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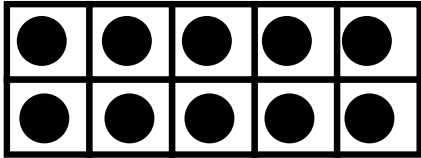
Subtraction: Making 10



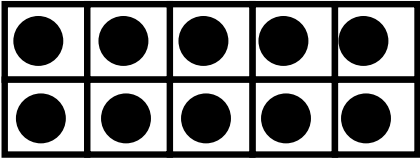
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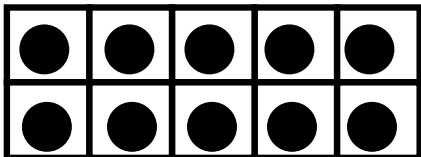
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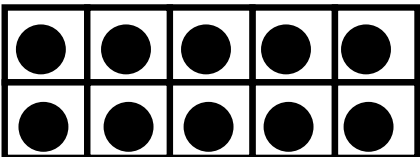
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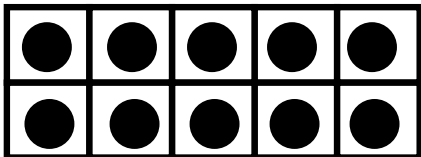
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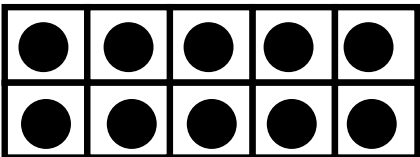
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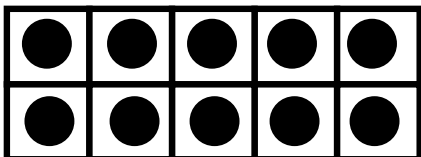
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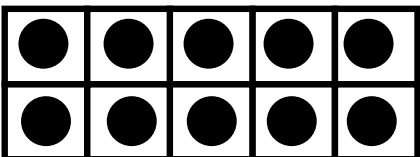
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- _____ = _____



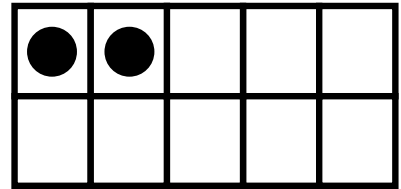
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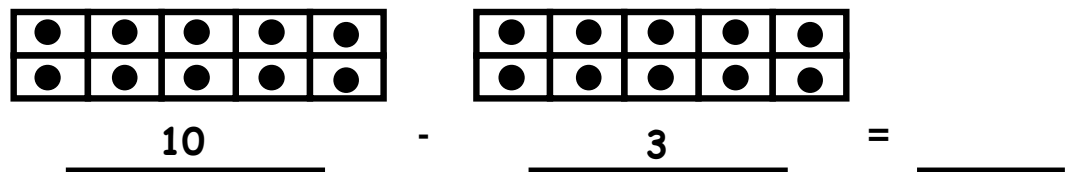
Subtraction: Making 10

Five Ways from 10



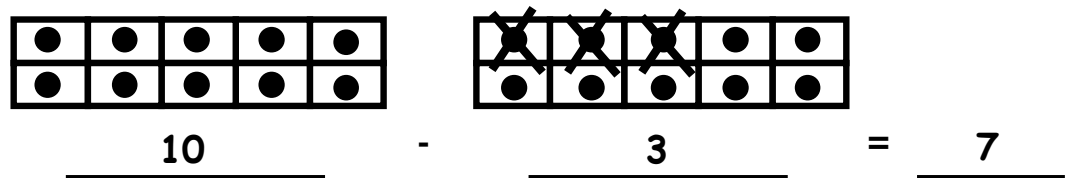
1. Each player should have a game sheet.
2. The player who spins the lowest number goes first.
3. A player spins a number and records it under the second tenframe.

In this example, the player spins a 3.



4. That player then puts an X on that amount and shows how many are left.

In this example, the player spins a 3.



5. Players take turns spinning.
6. Once a player uses a number, he/she **CANNOT** use that number again with any tenframe. (In the example above, the player can no longer use 3 or 7.)
7. The first person to find **5 different** ways to make ten wins.