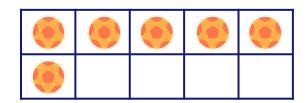
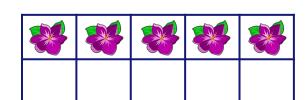
Make 10

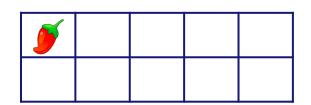
Use the frame to find the missing number.



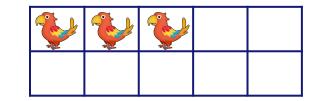
 $\begin{bmatrix} 6 \end{bmatrix}$ and $\begin{bmatrix} \end{bmatrix}$ make $\begin{bmatrix} 10 \end{bmatrix}$



 $\begin{bmatrix} 5 \end{bmatrix}$ and $\begin{bmatrix} \end{bmatrix}$ make $\begin{bmatrix} 10 \end{bmatrix}$

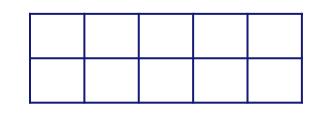


1 and make 10





10 and make 10



 $\begin{bmatrix} 0 \end{bmatrix}$ and $\begin{bmatrix} & & \\ & & \end{bmatrix}$ make $\begin{bmatrix} & 10 \end{bmatrix}$