

Lesson Plan for KNP Activity

Nb 1112.3: Number Before Race (within 10)

Teacher Planning Notes:

Task Group Number: 1112

Task Group Name: Number Before Race

Strand: Backward Counting

Activity Level and Color: 3 Yellow

KNP Activity Link with access to Printables and Student Instructions:

</knp/activity.php?id=1112.3&prefix=Nb>

Numeracy Target: Facile backward counting from any number within 10

[Numeracy Targets Chart](#)

Fluency Benchmark: KY.1.OA.6 Fluently add and subtract within 10.

Kentucky Academic Standard(s): [KY.K.CC.1](#)

Student-Friendly Learning Target: I am learning to say the number before any given number in the range 2 to 10.

Suggested Student Grouping(s): pairs/small group

Materials:

- Number Before Race (1 to 5) Game Board with cube labeled {2,3,3,4,4,5}
- OR Number Before Race (within 10) Game Board with cube labeled {5,6,7,8,9,10},
- Game tokens

Activity Description:

Two game boards, each requiring it's own number cube, are included in this activity. The first version is in the range 1 to 5. The second, more challenging, version extends the range to 10. For both, play is nearly identical. The game board is a pathway where each space contains a number. During game play, on a student's turn the student will roll a cube to generate a number, determine the number before, and move his or her token to the next space containing that number. The first student to reach the "winner" space wins the game. For example, if a students rolls a 9, the student will move to the next space on the path containing an 8.

Teacher Notes:

This activity was revised August 2013. It was originally titled "Coverall." A blank game board is included for teacher created variations. Refer to levels 1 and 2 of this task group for suggestions in using numeral cards or a numeral track for students needing extra support.

Evidence of Learning (Diagnostic Assessment of Progress):

Ask student to say the number before 7 (or another number in range 2 to 10).

KNP ID #Nb 1112.3



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