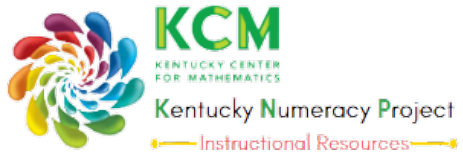


Lesson Plan for KNP Activity

A 3304.2: Fill 20 Game (covered)

Teacher Planning Notes:	
Task Group Number: 3304	Task Group Name: Fill 20/30 Game
Strand: Addition and Subtraction	Activity Level and Color: 2 Blue
KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=3304.2&prefix=A	
Numeracy Target: Add by counting from 1 (no visible items) Numeracy Targets Chart	
Fluency Benchmark: KY.2.OA.2 Fluently add and subtract within 20.	
Kentucky Academic Standard(s): KY.1.OA.5 , KY.1.OA.6	
Student-Friendly Learning Target: I am learning to add within 20 when the first collection is visible and the second collection is hidden.	
Suggested Student Grouping(s): teacher partner small group	
Materials: "Fill 20" game board, 20 counters or pennies per player, numeral cube	
Activity Description: Each student uses 1 "Fill 20" game board. On a player's turn, the player rolls a numeral cube. The player mentally determines how many counters he/she will have after adding the rolled amount to his/her game board and say the total aloud. The student should then add the counters to his/her game board and verify the total. The first player to fill his/her board wins the game. To increase the challenge, place a cover over the student's board before his/her roll.	
Teacher Notes: To make game simpler, use a numeral cube in the range 1 to 3. To increase the challenge, place a paper over the child's game board just before the child rolls for his/her turn. After the child rolls, say "You have _____. What will you have when you add _____?"	
Evidence of Learning (Diagnostic Assessment of Progress): Show a game board filled with 12 counters for 1-3 seconds and then cover. Say to the student, "If you have 12 counters and you add 4 counters, how many counters will you have in all?" Repeat for similar quantities.	



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