

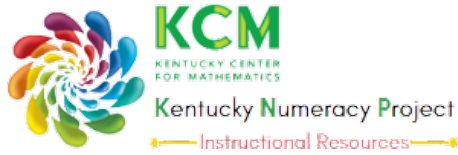
Lesson Plan for KNP Activity

A 3304.3: Fill 20 Game (add & sub)

Teacher Planning Notes:	
Task Group Number: 3304	Task Group Name: Fill 20/30 Game
Strand: Addition and Subtraction	Activity Level and Color: 3 Green
KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=3304.3&prefix=A	
Numeracy Target: Add by counting on; subtract by counting back Numeracy Targets Chart	
Fluency Benchmark: KY.2.OA.2 Fluently add and subtract within 20.	
Kentucky Academic Standard(s): KY.1.OA.3 , KY.1.OA.5 , KY.1.OA.6	
Student-Friendly Learning Target: I am learning to add and subtract within 20 by counting.	
Suggested Student Grouping(s): teacher partner small group	
Materials: "Fill 20" game board, 20 counters per player, cube labeled "+2, +3, -1, -2, -3, -4"	
Activity Description: Each student uses 1 "Fill 20" game board. Before starting the game, each student should fill his/her game board with 20 counters. On a player's turn, he/she rolls the cube and states aloud how many counters will be on his/her board after doing the action given on the cube. The player then adds or removes the indicated number of counters and determines if the amount stated was correct. The first student to empty his/her board wins the game. A screen may be placed over the game board before rolling to encourage mental imagery and more advanced strategies.	
Teacher Notes: To increase the challenge, use the "Fill 30" game board and start so that each player has 30 counters and use a cube with larger quantities (i.e. +3, +4, -3, -4, -5, -6). To make the game simpler, use a cube with smaller numbers. To make the game quicker, use a cube with only subtraction.	

Evidence of Learning (Diagnostic Assessment of Progress): Briefly show a game board filled with 16 counters and then cover it. Say to the student, "If you have 16 counters and you remove 4 counters, how many counters will you have left?" Repeat for similar quantities.

KNP ID #A 3304.3



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