

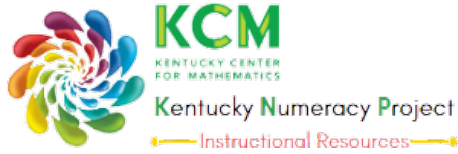
Lesson Plan for KNP Activity

S 2203.1: Fill the Pockets (sums to 6)

Teacher Planning Notes:	
Task Group Number: 2203	Task Group Name: Fill the Pockets
Strand: Structuring	Activity Level and Color: 1 Red
KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=2203.1&prefix=S	
Numeracy Target: Facile structures to 5 Numeracy Targets Chart	
Fluency Benchmark: KY.K.OA.5 Fluently add and subtract within 5.	
Kentucky Academic Standard(s): KY.K.OA.1 , KY.K.OA.3 , KY.K.OA.5	
Student-Friendly Learning Target: I am learning to combine totals (addends up to 3) without counting.	
Suggested Student Grouping(s): independent / group / whole class	
Materials: dot cards or five frame cards with 0 to 3 dots - 4 or more each, game board, paper clips.	
Activity Description: Fill the Pockets: Create game board with pockets labeled with "0", "1", "2", "3", "4", "5", "6". Mix cards and stack in a pile. Draw 2 cards from the pile, add them together and then paper clip the cards together and place in the pocket on the game board that equals the same total. After completing the game, each student predicts pairs of numbers located in each pocket. After predictions have been made, they remove the cards from the pockets and compare the answers to their predictions.	
Teacher Notes: Two pockets can be made by sealing a letter sized envelope and cutting in half. Tape pockets to large poster board to create the game board. Numeral cards may be used mixed with or in place of dot or frame cards when students are ready. Observe how students determine the total and, in particular, note if they are counting.	

Evidence of Learning (Diagnostic Assessment of Progress): Ask student "What are two numbers that add to 4?" Repeat for other numbers in the range 2 to 5.

KNP ID #S 2203.1



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