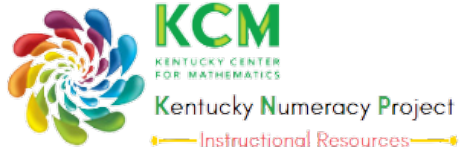


Lesson Plan for KNP Activity

S 2203.3: Fill the Pockets (sums to 10)

Teacher Planning Notes:	
Task Group Number: 2203	Task Group Name: Fill the Pockets
Strand: Structuring	Activity Level and Color: 3 Green
KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=2203.3&prefix=S	
Numeracy Target: Facile structures to 10 Numeracy Targets Chart	
Fluency Benchmark: KY.1.OA.6 Fluently add and subtract within 10.	
Kentucky Academic Standard(s): KY.K.OA.3 , KY.1.OA.3 , KY.1.OA.6	
Student-Friendly Learning Target: I am learning to combine quantities (addends up to 5) without counting or manipulatives.	
Suggested Student Grouping(s): independent / partners / small group	
Materials: numeral cards 1-5 (at least 3 of each, game board, paper clips)	
Activity Description: Fill the Pockets: Game board with pockets labeled with "less than 5", "5+0", "5+1"... "5+5". 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 matches the same total. After completing the game, each student writes predictions of 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. "	
Evidence of Learning (Diagnostic Assessment of Progress): Say to student "Tell me two numbers that add to make 7". Repeat for other numbers in the range 6 to 10.	



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