

# Lesson Plan for KNP Activity

## A 3304.6: Fill 30 Game (distance from decuples)

<b>Teacher Planning Notes:</b>	
<b>Task Group Number:</b> 3304	<b>Task Group Name:</b> Fill 20/30 Game
<b>Strand:</b> Addition and Subtraction	<b>Activity Level and Color:</b> 6 Orange
<b>KNP Activity Link with access to Printables and Student Instructions:</b> <a href="/knp/activity.php?id=3304.6&amp;prefix=A">/knp/activity.php?id=3304.6&amp;prefix=A</a>	
<b>Numeracy Target:</b> Extending and refining strategies for +/- <a href="#">Numeracy Targets Chart</a>	
<b>Fluency Benchmark:</b> KY.2.NBT.5 Fluently add and subtract within 100.	
<b>Kentucky Academic Standard(s):</b> <a href="#">KY.2.NBT.5</a> , <a href="#">KY.3.NBT.1</a>	
<b>Student-Friendly Learning Target:</b> I am learning to determine how far any number is from the nearest multiple of 10.	
<b>Suggested Student Grouping(s):</b>	
<b>Materials:</b> "Fill 20" or "Fill 30" game board, 30 counters per player, cards or tiles with numbers in range 1 to 100	
<b>Activity Description:</b> Give each student one "Fill 20" or "Fill 30" game board. On his/ her turn, a student will draw a card or tile with a number in the range 1 to 100. The student will determine how far the number is from the nearest multiple of 10. This is the number of counters the student will add to the game board. Ex., if 27 is drawn, the student will determine that 27 is 3 from 30 and will place 3 counters on the game board. Game ends when game board(s) are filled.	

**Teacher Notes:** A "decuple" is a multiple of 10. Decuples are important reference numbers for rounding as well as addition and subtraction. It may be helpful to refer to them as "nice" or "friendly" numbers to emphasize their usefulness. It might be helpful to start with the numbers that are only 1 or 2 away from a decuple. If students need additional support, a setting such as a numeral roll, 100 bead rack (with 10 rows of 10) or a 100 beadstring can be used. Use as little support as is needed. It might be sufficient to encourage students to use visualization. For example, if a student has the number 27, prompt a student by saying "Imagine the numeral roll. Where is 27? What friendly number is closest? How far away is it?" If that is not enough support, a numeral roll with only the multiples of 10 may be sufficient. Rounding can be discussed with this activity. For more information about numeral rolls, see the main IG archives page for a video and a pdf file.

**Evidence of Learning (Diagnostic Assessment of Progress):** Show the student the number 64. Ask "What is the closest multiple of 10? How far away is it?" Repeat with other numbers in the range 1 to 100.

**KNP ID #A 3304.6**



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