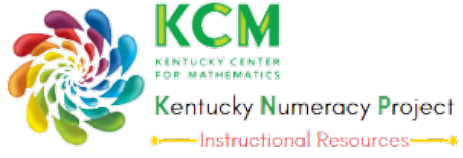


# Lesson Plan for KNP Activity

## S 2204.2: Make Ten (Ten Frames)

<b>Teacher Planning Notes:</b>	
<b>Task Group Number:</b> 2204	<b>Task Group Name:</b> Make Five/Ten
<b>Strand:</b> Structuring	<b>Activity Level and Color:</b> 2 Blue
<b>KNP Activity Link with access to Printables and Student Instructions:</b> <a href="/knp/activity.php?id=2204.2&amp;prefix=S">/knp/activity.php?id=2204.2&amp;prefix=S</a>	
<b>Numeracy Target:</b> Intermediate structures to 10 <a href="#">Numeracy Targets Chart</a>	
<b>Fluency Benchmark:</b> KY.1.OA.6 Fluently add and subtract within 10.	
<b>Kentucky Academic Standard(s):</b> <a href="#">KY.K.OA.3</a> , <a href="#">KY.K.OA.4</a> , <a href="#">KY.1.OA.6</a>	
<b>Student-Friendly Learning Target:</b> I am learning to combine two numbers that equal 10.	
<b>Suggested Student Grouping(s):</b> partners	
<b>Materials:</b> "Make Ten with 10 Frames" game sheet, sheet protectors, wipe off markers	
<b>Activity Description:</b> Speed Make 10: Place a transparent sheet protector over (or laminate) the Make Ten with 10 frames game sheet and place the game sheet between two students. One student chooses X and one chooses O. The students use X or O to mark adjacent frames that add to make 10. Play continues until all squares are marked. The winner is the player with the most squares marked.	
<b>Teacher Notes:</b> Alternatively, each student could be given a game board and students can race to circle all pairs on his/her game board. To play a version without speed, allow students to cooperatively circle pairs on one game board or work independently to find all of the pairs on a single game board.	
<b>Evidence of Learning (Diagnostic Assessment of Progress):</b> Flash a ten frame with 6 dots. Ask "How many dots? How many more to make 10?" Repeat using ten frames with different numbers of dots.	



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