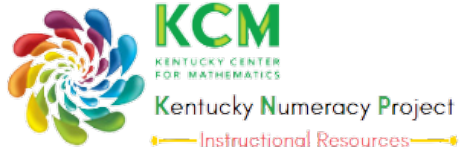


Lesson Plan for KNP Activity

S 2204.3: Make Ten

Teacher Planning Notes:	
Task Group Number: 2204	Task Group Name: Make Five/Ten
Strand: Structuring	Activity Level and Color: 3 Green
KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=2204.3&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.K.OA.4 , KY.1.OA.6	
Student-Friendly Learning Target: I am learning to combine two numbers that equal 10.	
Suggested Student Grouping(s): partners	
Materials: "Make Ten" game sheet, sheet protectors, wipe off markers	
Activity Description: Place a transparent sheet protector over (or laminate) the Make Ten 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.	
Teacher Notes: 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.	
Evidence of Learning (Diagnostic Assessment of Progress): Ask student "What goes with 7 to make 10? What goes with 2 to make 10?" Repeat for other numbers in range 1 to 10.	



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