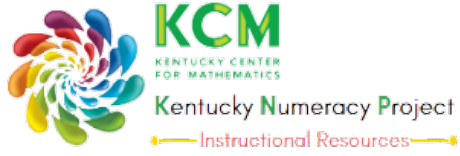


Lesson Plan for KNP Activity

S 2204.4: Make Twenty

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|---|---|
| Teacher Planning Notes: | |
| Task Group Number: 2204 | Task Group Name: Make Five/Ten |
| Strand: Structuring | Activity Level and Color: 4 Purple |
| KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=2204.4&prefix=S | |
| Numeracy Target: Intermediate structures to 20 Numeracy Targets Chart | |
| Fluency Benchmark: KY.2.OA.2 Fluently add and subtract within 20. | |
| Kentucky Academic Standard(s): KY.1.OA.6 , KY.2.OA.2 | |
| Student-Friendly Learning Target: I am learning to identify pairs of numbers that add to make 20. | |
| Suggested Student Grouping(s): partners | |
| Materials: "Make Twenty" game sheet, sheet protectors, wipe off markers | |
| Activity Description: Place a transparent sheet protector over (or laminate) the Make Twenty 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 numerals that add to make 20. 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 13 to make 20?", "What goes with 4 to make 20?" and/or other similar questions. | |



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