

Lesson Plan for KNP Activity

S 2205.1: Go Fish (combinations of 5)

Teacher Planning Notes:

Task Group Number: 2205

Task Group Name: Go Fish

Strand: Structuring

Activity Level and Color: 1 Red

KNP Activity Link with access to Printables and Student Instructions:

</knp/activity.php?id=2205.1&prefix=S>

Numeracy Target: Facile structures to 5

[Numeracy Targets Chart](#)

Fluency Benchmark: KY.K.OA.5 Fluently add and subtract within 5.

Kentucky Academic Standard(s): [KY.K.OA.1](#), [KY.K.OA.3](#), [KY.K.OA.5](#)

Student-Friendly Learning Target: I am learning to name pairs of numbers that go together to make 5 without counting.

Suggested Student Grouping(s): small group

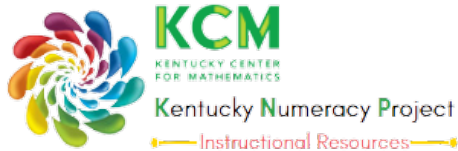
Materials: Five Frame cards, 0 to 5, 4-6 of each

Activity Description: Go Fish: Each player is dealt five cards. The rest of the cards are placed in a stack face down in the center of the table. If the students have any pairs of cards that total 5, they place them down in front of them. Students take turns. On each turn, a player asks another player for a card that will go with a card in the player's hand to make 5. If he/she receives a card that makes 5, the pair is placed on the table. This completes a turn. If the player does not get a card that makes 5, he/she takes the top card from the deck. If the card drawn from the deck makes 5 with a card in the player's hand, the pair is placed on the table. This completes the turn. If there are no cards left in a player's hand but still cards in the deck, that player takes two cards from the deck and continues playing. The game is over when there are no more cards left in the deck. At the end of the game each player writes a list of the number pairs he/she made. The player with the most number pairs wins the game.

Teacher Notes: Difficulty level can be increased by using numeral cards 0 to 5. Introduce the game by playing with a small group. Direct the students to lay their cards on the table in front of them so that possible pairs can be discussed. When the students are comfortable with the game, let them play in pairs or small groups.

Evidence of Learning (Diagnostic Assessment of Progress): Ask student "What are two numbers that add to make 5?... Another two?... Another two?"

KNP ID #S 2205.1



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