

# Lesson Plan for KNP Activity

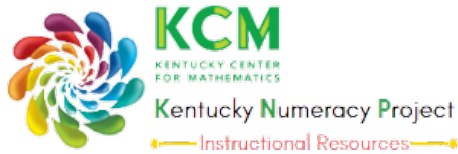
## S 2205.2: Go Fish (combination of 10)

<b>Teacher Planning Notes:</b>	
<b>Task Group Number:</b> 2205	<b>Task Group Name:</b> Go Fish
<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=2205.2&amp;prefix=S">/knp/activity.php?id=2205.2&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.4</a>	
<b>Student-Friendly Learning Target:</b> I am learning to determine a missing addend for totals up to 10 without counting.	
<b>Suggested Student Grouping(s):</b> small group	
<b>Materials:</b> deck of ten frame cards, 0 to 10, 2 or 4 each	
<b>Activity Description:</b> 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 10, they place them down in front of them and replace those cards with cards from the deck. 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 10. If he/she receives a card that makes a pair, the pair is placed on the table. This completes a turn. If the player does not get a card that makes a pair that totals 10, he/she takes the top card from the deck. If the card drawn from the deck makes a pair 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:** Flash means to briefly show for about one second - not enough time given to count items by ones.

**Evidence of Learning (Diagnostic Assessment of Progress):** Flash 8 on a ten frame, have students write the numeral that would go with it to make 10. Do the same for other numbers on ten frames.

**KNP ID #S 2205.2**



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