# Lesson Plan for KNP Activity S 2205.3: Go Fish (combination of 10) 

| Teacher Planning Notes: |
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Teacher Notes: Cards from games such as Uno, Rage, and Phase 10 work well. Or use the print link to print your own cards.

Evidence of Learning (Diagnostic Assessment of Progress): Ask student "What are two numbers that add to make 10?... Another two?... Another two?"

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