

# Lesson Plan for KNP Activity

## S 2207.0: Race to Write (up to 6)

### Teacher Planning Notes:

**Task Group Number:** 2207

**Task Group Name:** Race to Write

**Strand:** Structuring

**Activity Level and Color:** 0 Yellow

### KNP Activity Link with access to Printables and Student Instructions:

</knp/activity.php?id=2207.0&prefix=S>

**Numeracy Target:** Subitize quantities to 6

[Numeracy Targets Chart](#)

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

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

**Student-Friendly Learning Target:** I am learning to recognize regular patterns to 6 and write the matching numeral.

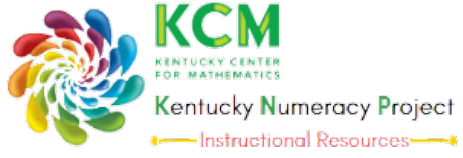
**Suggested Student Grouping(s):** small group

**Materials:** dot die 1 to 6, writing space

**Activity Description:** Have students take turns rolling the die. The students who are not rolling must quickly write the numeral that matches the quantity. For example, if the student rolls the side with 3 dots, then the remaining students race to write the numeral "3". The person who rolled the die (or the teacher) is the person in charge of judging the winner of the round. The game should continue until someone wins at least 5 rounds.

**Teacher Notes:** A large (approx 6 inch) foam dice works well for this activity. The goal is for student to be able to immediately know the number of dots without needing to count the dots.

**Evidence of Learning (Diagnostic Assessment of Progress):** Flash a regular dot pattern with 4 dots and ask student to write the number that says how many dots. Repeat for other dot patterns to 6. Note if student immediately recognizes the pattern or needs to count the dots.



[www.kymath.org](http://www.kymath.org)  
[kcm@nku.edu](mailto:kcm@nku.edu)