Lesson Plan for KNP Activity S 2207.1: Race to Write (combinations of 5)

Teacher Planning Notes:	
Task Group Number: 2207	Task Group Name: Race to Write
Strand: Structuring	Activity Level and Color: 1 Red
KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=2207.1&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): <u>KY.K.OA.3</u> , <u>KY.K.OA.5</u>	
Student-Friendly Learning Target: I am learning to determine what goes with a number to make 5.	
Suggested Student Grouping(s): small group	
Materials: die with sides labeled 0, 1, 2, 3, 4, 5, writing space	
Activity Description: Have students take turns rolling the die. The students who are not rolling must quickly write the number that goes with the number rolled to make 5. For example, if the first student rolls a 5, then the remaining students race to write the answer 0. 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: Initially you may start with a dot of with a sticker (treating it as 0) or saying if a 6 is rol students don't know dot patterns, have students ra Alternative activity: Give students a set of regular of They hold up corresponding dot patterns to go with	led, the one who rolled the die wins the point. If ice to write down the number of dots. dot patterns 0-5. Flash a regular dot pattern.

Evidence of Learning (Diagnostic Assessment of Progress): Flash a regular dot pattern with 2 dots and ask "How many dots? How many more to make 5?"



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