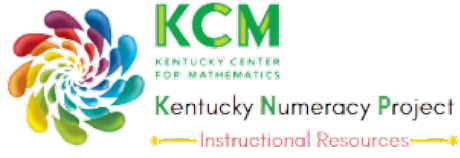


# Lesson Plan for KNP Activity

## S 2207.3: Race to Write (combinations of 10)

<b>Teacher Planning Notes:</b>	
<b>Task Group Number:</b> 2207	<b>Task Group Name:</b> Race to Write
<b>Strand:</b> Structuring	<b>Activity Level and Color:</b> 3 Green
<b>KNP Activity Link with access to Printables and Student Instructions:</b> <a href="/knp/activity.php?id=2207.3&amp;prefix=S">/knp/activity.php?id=2207.3&amp;prefix=S</a>	
<b>Numeracy Target:</b> Facile 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.1.OA.4</a> , <a href="#">KY.1.OA.6</a>	
<b>Student-Friendly Learning Target:</b> I am learning to determine what goes with a number to make 10.	
<b>Suggested Student Grouping(s):</b> small group	
<b>Materials:</b> 0-9 die (or 1-6 cube), writing space	
<b>Activity Description:</b> 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 10. For example, if the first student rolls a 4, then the remaining students race to write the answer 6. 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.	
<b>Teacher Notes:</b> A regular 1 to 6 die may be used if a 0-9 die is not available. Or, a 6 sided die may be labeled with a selection of numerals between 1 & 9.	
<b>Evidence of Learning (Diagnostic Assessment of Progress):</b> Ask student "What goes with 3 to make 10?" Repeat for other numbers to 10.	



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