

# Lesson Plan for KNP Activity

## S 2207.5: Race to Write (combinations of 20)

<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> 5 Pink
<b>KNP Activity Link with access to Printables and Student Instructions:</b> <a href="/knp/activity.php?id=2207.5&amp;prefix=S">/knp/activity.php?id=2207.5&amp;prefix=S</a>	
<b>Numeracy Target:</b> Facile structures to 20 <a href="#">Numeracy Targets Chart</a>	
<b>Fluency Benchmark:</b> KY.2.OA.2 Fluently add and subtract within 20.	
<b>Kentucky Academic Standard(s):</b> <a href="#">KY.1.OA.4</a> , <a href="#">KY.1.OA.6</a> , <a href="#">KY.2.OA.2</a>	
<b>Student-Friendly Learning Target:</b> I am learning to determine what goes with a number to make 20 without counting by ones.	
<b>Suggested Student Grouping(s):</b> small group	
<b>Materials:</b> numeral cards 0-20, writing space	
<b>Activity Description:</b> Stack numeral cards face down. Students take turns turning over the card. Others quickly write the number that goes with the quantity shown to make 20. Ex., if first student flips over 4, then the remaining students race to write 16. The one who turned over the card (or the teacher) is in charge of judging the winner of the round. Continue until someone wins at least 5 rounds. If all the cards have been used, reshuffle and start again. Or, stop play after one time through the deck and the student with the most points wins.	
<b>Teacher Notes:</b> If desired, game may be played with a 0 to 9 die.	
<b>Evidence of Learning (Diagnostic Assessment of Progress):</b> Ask "What goes with 17 to make 20? What goes with 6 to make 20?"	



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