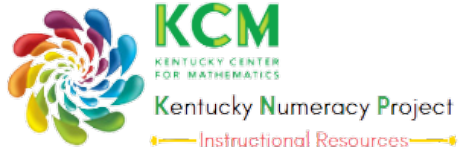


Lesson Plan for KNP Activity

S 2210.3: Memory (Make 10, numeral cards)

Teacher Planning Notes:	
Task Group Number: 2210	Task Group Name: Memory
Strand: Structuring	Activity Level and Color: 3 Green
KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=2210.3&prefix=S	
Numeracy Target: Facile structures to 10 Numeracy Targets Chart	
Fluency Benchmark: KY.1.OA.6 Fluently add and subtract within 10.	
Kentucky Academic Standard(s): KY.K.OA.3	
Student-Friendly Learning Target: I am learning to tell 2 numbers that go together to make 10.	
Suggested Student Grouping(s): individual / group / partners	
Materials: numeral cards with numbers 0-10 or 1 to 9	
Activity Description: Make 10 Memory- Shuffle 2 sets of numeral cards. Place cards from deck in an equal array (face-down). On each turn students will choose 2 cards to turn over. The student will then decide whether the 2 cards make 10. If the cards make 10, the student keeps the cards. If they don't make 10, the cards are turned back over and play moves to the next player. The game ends when all cards are matched.	
Teacher Notes: You can use numeral cards from Uno, Rage, Phase 10, or print your own.	
Evidence of Learning (Diagnostic Assessment of Progress): Ask student "tell me two numbers that go together to make 10."	

KNP ID #S 2210.3



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