# Lesson Plan for KNP Activity S 2210.4: Memory (Make 20, double 10 frame cards) 

| Teacher Planning Notes: |  |
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| Task Group Number: 2210 | Task Group Name: Memory |
| Strand: Structuring | Activity Level and Color: 4 Purple |
| KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=2210.4\&prefix=S |  |
| Numeracy Target: Intermediate structures to 20 Numeracy Targets Chart |  |
| Fluency Benchmark: KY.2.OA. 2 Fluently add and subtract within 20. |  |
| Kentucky Academic Standard(s): KY.1.OA.6 |  |
| Student-Friendly Learning Target: I am learning to tell 2 numbers that go together to make 20. |  |
| Suggested Student Grouping(s): individual / group / partners |  |
| Materials: double 10 frame cards 0 to 20-1 each with either the 10 removed or an extra 10 added |  |
| Activity Description: Make 20 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 20 . If the cards make 20 , the student keeps the cards. If they don't make 20, the cards are turned back over and play moves to the next player. The game ends when all cards are matched. |  |

## Teacher Notes:

Evidence of Learning (Diagnostic Assessment of Progress): Show student a 20 frame card with 12 dots and ask "How many dot? How many more to make 20?" Repeat with the card with 4 dots or other 20 frame cards.
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