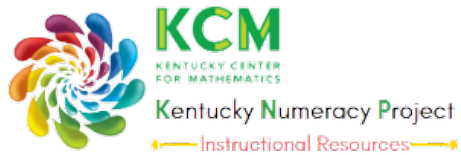


Lesson Plan for KNP Activity

S 2210.5: Memory (Make 20, numeral cards)

Teacher Planning Notes:	
Task Group Number: 2210	Task Group Name: Memory
Strand: Structuring	Activity Level and Color: 5 Pink
KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=2210.5&prefix=S	
Numeracy Target: Facile structures to 20 Numeracy Targets Chart	
Fluency Benchmark: KY.2.OA.2 Fluently add and subtract within 20.	
Kentucky Academic Standard(s): KY.2.OA.2	
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: numeral cards 0 to 20 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): Ask student "What are two numbers that go together to make 20? What are another two? Another?"	

KNP ID #S 2210.5



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