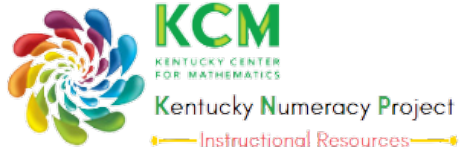


Lesson Plan for KNP Activity

S 2211.3: Pyramid (Make 10, numeral cards)

Teacher Planning Notes:	
Task Group Number: 2211	Task Group Name: Pyramid
Strand: Structuring	Activity Level and Color: 3 Green
KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=2211.3&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 (or use cards from games such as Phase 10 or Rage)	
Activity Description: Pyramid Make 10: Shuffle 4 sets of cards. Take one card out of the deck and set aside as a mystery card (don't look at it). Place cards in a pyramid shape (5,4,3,2,1) face-up. Students choose 2 cards that together make 10. As students take cards, the open spaces in the pyramid are filled from the deck. When there are no more cards in the deck, play continues until only 1 card is remaining. Students should predict the number on the mystery card based on the card left in the pyramid.	
Teacher Notes:	
Evidence of Learning (Diagnostic Assessment of Progress): Ask student: "Tell me two numbers that go together to make 10. Tell me another two."	



www.kymath.org
kcm@nku.edu