

Lesson Plan for KNP Activity

S 2213.1: Four in a Row (Make 5)

Teacher Planning Notes:

Task Group Number: 2213

Task Group Name: Four in a Row

Strand: Structuring

Activity Level and Color: 1 Red

KNP Activity Link with access to Printables and Student Instructions:

</knp/activity.php?id=2213.1&prefix=S>

Numeracy Target: Facile structures to 5

[Numeracy Targets Chart](#)

Fluency Benchmark: KY.K.OA.5 Fluently add and subtract within 5.

Kentucky Academic Standard(s): [KY.K.OA.2](#), [KY.K.OA.3](#), [KY.K.OA.5](#)

Student-Friendly Learning Target: I am learning to tell the number needed to make 5.

Suggested Student Grouping(s): individual / small group / partners / whole class

Materials:

6X7 Four in a Row board with numbers 0-5, cube with numerals 0-5 or 5 frames 0 to 5, counters to use as game covers

Activity Description:

Make 5 Four in a Row: Students roll a die, place a marker (counter, bean, etc.) on the number that goes with it to make 5. Ex., if the student rolls a 4, he/she marks a 1 on the board. (Teacher could also use a dot die 0-5 or flash a 5 frame with 0 to 5 dots) Play until someone has 4 in a row. Students play together on one board in a group of 2-4.

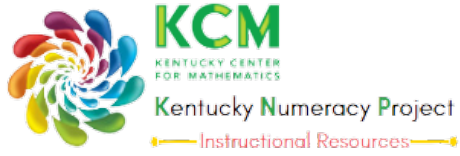
Teacher Notes:

Initially, 5 frames may be used. If needed, the student could determine the number of dots needed to complete the frame by placing counters in the empty spaces. Alternatively, a tower of 5 snap cubes could be used. The player determines what would be left if 2 cubes are removed, then removes the 2 cubes as a check. Finger patterns or bead racks could be used as well. Ultimately the goal is for students to be able to determine the answer without support of materials and without counting.

Evidence of Learning (Diagnostic Assessment of Progress):

Ask student "Tell me two numbers that go together to make 5."

KNP ID #S 2213.1



www.kymath.org
kcm@nku.edu