Lesson Plan for KNP Activity
S 2213.3: Four in a Row (Make 10)

Teacher Planning Notes:

Task Group Number: 2213	**Task Group Name:** Four in a Row
Strand: Structuring	**Activity Level and Color:** 3 Green

KNP Activity Link with access to Printables and Student Instructions:
/knp/activity.php?id=2213.3&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.4](KY.K.OA.4), [KY.1.OA.6](KY.1.OA.6)

Student-Friendly Learning Target: I am learning to tell the number needed to make 10.

Suggested Student Grouping(s): small group / partners

Materials:
- 6X7 Four in a Row board with numbers 3-8,
- die with numerals 2, 3, 4, 5, 6, 7 (or 10 frames with 2-7 dots)
- Counters to use as game covers

Activity Description:
Make 10 Four in a Row: Each player chooses 1 color to use as a cover. On a turn, the player rolls both dice and places a marker on the number that goes with the number rolled to make 10. For example, if the student rolls a 4 he/she would mark a 6 on the board. Play until one player has 4 adjacent counters in any direction. Play together on one board in a group of 2-4.

Teacher Notes:
Game may be played with the 10 frames included in the print link in place of the cube. In this version, a student would draw a 10 frame card, look at it briefly and cover the number needed to make 10 (i.e. the number of empty squares). The 10 frame should be shown briefly. Once all 10 frames have been shown, the stack can be reshuffled and used again. The values 2 through 7 are practiced with this game as they are typically the more challenging for students to work. Students may also refer to finger patterns to determine what goes with the number rolled. For example, if a 4 is rolled, a student would flash 4 fingers, then determine how many fingers to make 10 (i.e. how many are down.)

Evidence of Learning (Diagnostic Assessment of Progress):
Ask student "Tell me two numbers that go together to make 10."