

# Lesson Plan for KNP Activity

## S 2213.5: Four in a Row (Totals to 20)

### Teacher Planning Notes:

**Task Group Number:** 2213

**Task Group Name:** Four in a Row

**Strand:** Structuring

**Activity Level and Color:** 5 Pink

### KNP Activity Link with access to Printables and Student Instructions:

</knp/activity.php?id=2213.5&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.1.OA.6](#), [KY.2.OA.2](#)

**Student-Friendly Learning Target:** I am learning to fluently add two sets of dots or beads when each set is 10 or less.

**Suggested Student Grouping(s):** small group / partners

### Materials:

- 6X7 Four in a Row board with numbers 10-20
- 10 frames filled with 5 to 10 dots, at least 2 each
- counters to use as game covers

### Activity Description:

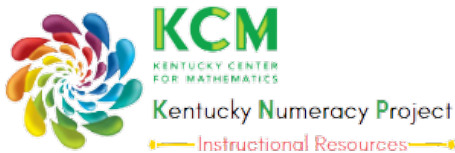
Totals to 20 Four in a Row: Each player chooses 1 color to use as a cover. On a turn, the player draws 2 10 frames randomly. The player will place a marker on the total. Play until one player has 4 adjacent counters in any direction. Play together on one board in a group of 2-4. The frame cards should be shown only briefly then either covered or placed face down.

**Teacher Notes:**

If teacher is participating, the teacher may choose to place out the 10 frames under a cover, flash briefly, then recover. Teacher should look for and encourage non-counting strategies. For example, if a student is shown a 7 and a 5, student might say "7 is 5 and 2. I used the five from the 7 with the other 5 to make 10 and then two more makes 12?" Another student may say "I thought about moving 1 from the 7 to the 5 so both are 6. 6 plus 6 is 12". To make the task more challenging, use a pair of dice, each labeled 5 through 10. The player will roll both dice and cover the total. If using dice, students may initially use a bead rack to work out or check answers. The teacher may use the blank Four in a Row board to create customized games.

**Evidence of Learning (Diagnostic Assessment of Progress):**

Briefly flash a 10 frame with 8 dots next to a 10 frame with 6 dots. Ask student "What do you see?" If needed, prompt student to state the total and the amounts on each card. Repeat showing 17 (as 9 & 8) and 13 (shown as 5 and 8). Continue with other amounts. Look for explanations that show student is not counting by ones to determine the total. If student is counting on, prompt for ways to solve without counting.

**KNP ID #S 2213.5**

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