

Lesson Plan for KNP Activity

S 2215.1: Make a Five

Teacher Planning Notes:

Task Group Number: 2215

Task Group Name: Make a Number

Strand: Structuring

Activity Level and Color: 1 Red

KNP Activity Link with access to Printables and Student Instructions:

</knp/activity.php?id=2215.1&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.5](#)

Student-Friendly Learning Target: I am learning to find combinations of 5 without counting.

Suggested Student Grouping(s): one-to-one / partners / small group

Materials:

5 frame cards - at least 6 each of 0-5

Activity Description:

Make 5 Card Game: Deal each player 6 cards. Place the rest face down. Players turn over the top card, then place a card from their hand to make the total of five. Ex., if a 3 is turned over, play a 2 because $3+2=5$. Both cards are placed in the discard pile. If the player cannot make 5 with the card, it is placed in the discard pile and the turn is over. When draw pile is empty, discarded cards may be shuffled and reused. The winner is the first to play all cards in the hand.

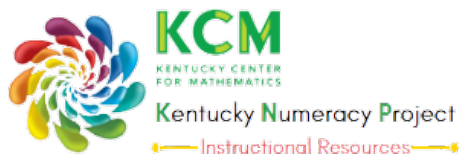
Teacher Notes:

Dot cards may be used in place of 5 frame cards. Numeral cards may be used in place of or in combination with other cards. If more than 4 students are playing, either add cards to the deck or have each player start with fewer cards.

Evidence of Learning (Diagnostic Assessment of Progress):

Show a 5 frame card with 3 dots. Ask student: How many dots? How many more to make 5?

KNP ID #S 2215.1



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