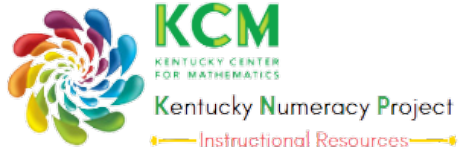


# Lesson Plan for KNP Activity

## S 2215.2: Make a Ten (Ten Frames)

<b>Teacher Planning Notes:</b>	
<b>Task Group Number:</b> 2215	<b>Task Group Name:</b> Make a Number
<b>Strand:</b> Structuring	<b>Activity Level and Color:</b> 2 Blue
<b>KNP Activity Link with access to Printables and Student Instructions:</b> <a href="/knp/activity.php?id=2215.2&amp;prefix=S">/knp/activity.php?id=2215.2&amp;prefix=S</a>	
<b>Numeracy Target:</b> Intermediate structures to 10 <a href="#">Numeracy Targets Chart</a>	
<b>Fluency Benchmark:</b> KY.1.OA.6 Fluently add and subtract within 10.	
<b>Kentucky Academic Standard(s):</b> <a href="#">KY.K.OA.2</a> , <a href="#">KY.K.OA.4</a> , <a href="#">KY.1.OA.6</a>	
<b>Student-Friendly Learning Target:</b> I am learning to find combinations of 10 with materials.	
<b>Suggested Student Grouping(s):</b> one-to-one / partners / small group	
<b>Materials:</b> 10 frame cards - 4 or 6 each of 1 to 9	
<b>Activity Description:</b> Make 10 card game: Deal each player 8 cards. Place the rest face down. Players turn a card over then place a card from their hand to make the total of ten. Ex., if a 3 is turned over, play a 7. If the player can't make 10 with the card, it is placed in a discard pile and the turn is over. Be first to play all the cards in the hand.	
<b>Teacher Notes:</b>	
<b>Evidence of Learning (Diagnostic Assessment of Progress):</b> Show a 10 frame card with 3 dots. Ask student "How many dots? How many more to make 10?"	

**KNP ID #S 2215.2**



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