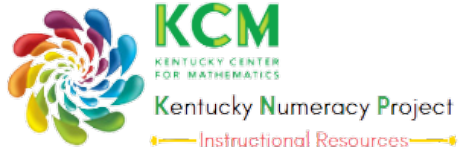


# Lesson Plan for KNP Activity

## S 2215.3: Make a Ten (Numeral cards)

<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> 3 Green
<b>KNP Activity Link with access to Printables and Student Instructions:</b> <a href="/knp/activity.php?id=2215.3&amp;prefix=S">/knp/activity.php?id=2215.3&amp;prefix=S</a>	
<b>Numeracy Target:</b> Facile 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.1.OA.6</a>	
<b>Student-Friendly Learning Target:</b> I am learning to make sets of 2 cards with a total of 10.	
<b>Suggested Student Grouping(s):</b> one-to-one / partners / small group	
<b>Materials:</b> numeral cards - 4 or 6 each of 1 to 9	
<b>Activity Description:</b> Make a 10 card game: Deal each player 8 cards. Place the rest face down. Players turn a card over and place a card from their hand to make the total of ten. Ex., what goes with 3 to make 10? If the player can't make 10 with the card, it is placed in a discard pile and the turn is over.	
<b>Teacher Notes:</b> You can use numeral cards from Uno, Rage, Phase 10 or print your own for the 1-10 deck.	
<b>Evidence of Learning (Diagnostic Assessment of Progress):</b> Ask students to write the answer or respond verbally to the following questions. "What goes with 7 to make 10? What goes with 2 to make 10? What goes with 4 to make 10?"	

**KNP ID #S 2215.3**



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