

Lesson Plan for KNP Activity

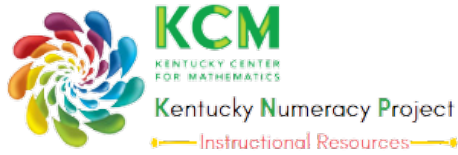
S 2215.5: Make a Teen (Numeral cards)

Teacher Planning Notes:	
Task Group Number: 2215	Task Group Name: Make a Number
Strand: Structuring	Activity Level and Color: 5 Pink
KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=2215.5&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 find combinations of numbers 11-20 without counting by ones.	
Suggested Student Grouping(s): one-to-one / partners / small group	
Materials: numeral cards (at least 4 each of 1-10, 1 each of 11-20)	
Activity Description: Make the Number card game: Shuffle the 1-10 cards, deal each player 8. Put the rest in a stack. Shuffle the 11-20 cards. Place in a different stack. Turn over a card from the 11-20 stack as the "target" number for that round. Make sets by finding a combination of cards in their hand that add to the target number. Sets may have any number of cards. Players lay down as many sets as they can that equal the target number. Once players have played all of the sets they can, award a point for each set created and move them to a discard stack. Replenish the hand from the 1-10 stack so you have 8 cards. The next target number is turned over and play continues. Play until all cards in the 11-20 stack have been used. If the 1-10 stack runs out, use the discard stack.	
Teacher Notes: You can use numeral cards from Uno, Rage, Phase 10 or print your own for the 1-10 deck.	

Evidence of Learning (Diagnostic Assessment of Progress):

Ask for two numbers that add to 17. Ask for another 2. Do similarly for other numbers in range 11-20.

KNP ID #S 2215.5



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