## Lesson Plan for KNP Activity <br> S 2231.5: Salute!



## Suggested Student Grouping(s): small group

Materials: numeral cards - at least 2 each of 0 to 15

Activity Description: Salute! Divide a deck into 2 equal piles, stacked so that one matches the other to form pairs adding to no more than 20 (ex.deck 1 (14s), deck 2 ( 6 s or less)). One person judges and others play. Judge says "Salute!" and players take a card from the top of their deck and place it on their forehead like a salute (number facing out). Students can only see other player's card and not their own. The judge says the total, players figure out the card they hold and take turns saying that number. Awarded a point if correct. After completing the stack, mix the cards and restack the deck. Change jobs and play again.

Teacher Notes: Cards from Rage may be used in place of the printable cards. If desired, use only numerals 1 to 10 to avoid the need to stack the deck. Or use cards up to 15 (or even 20) but when the total is greater than 20, the judge says "Over 20" and players start with a new pair. A speed variation can be played whereby the first player to correctly state the amount of their own card wins the point. The judge has final say of who is first.

Evidence of Learning (Diagnostic Assessment of Progress): Ask student to write the answer or respond verbally to the following questions. "What goes with 9 to make 16 ? What goes with 8 to make 13?" Continue with similar missing addend questions.

KNP ID \#S 2231.5


KCM
$\substack{\text { Kinvuck cintig } \\ \text { ROR MAmematics }}$
Kentucky Numeracy Project
www.kymath.org
kcm@nku.edu

