

Lesson Plan for KNP Activity

S 2243.1: Mystery Card

Teacher Planning Notes:

Task Group Number: 2243

Task Group Name: Mystery Card

Strand: Structuring

Activity Level and Color: 1 Red

KNP Activity Link with access to Printables and Student Instructions:

</knp/activity.php?id=2243.1&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.5](#)

Student-Friendly Learning Target: I am learning to tell you pairs of numbers that go together to make 5 without counting.

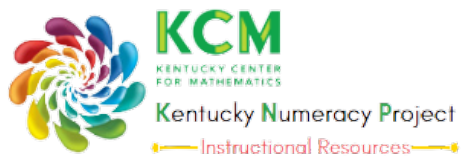
Suggested Student Grouping(s): independent / partners / group

Materials: 5 frame cards - 4 each 0-5

Activity Description: Shuffle the cards and remove the top card as a 'mystery card'. Lay the rest face down. Turn over the top two cards and place them next to the stack in a row, face up. Player 1 will draw a card from the deck and place it in the row. If player 1 can identify exactly two cards that add to 5, player 1 may pick up the pair. Play continues similarly so that on each turn, a player will turn over a card and pick up at most one pair of cards with the sum of 5. Always replace the card(s) on the table from the deck so that there are at least 2 cards face up to start each player's turn. Continue to make combinations until all cards but one have been used. Students will predict the mystery card based on the remaining card.

Teacher Notes: Dot cards or numeral cards may be used in place of 5 frames to provide less support.

Evidence of Learning (Diagnostic Assessment of Progress): Flash a 5 frame with 3 dots. Ask student "How many dots? How many do you need to make 5?"



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