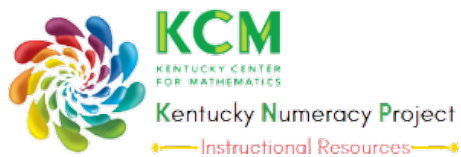


Lesson Plan for KNP Activity

S 2243.2: Mystery Card

Teacher Planning Notes:	
Task Group Number: 2243	Task Group Name: Mystery Card
Strand: Structuring	Activity Level and Color: 2 Blue
KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=2243.2&prefix=S	
Numeracy Target: Intermediate structures to 10 Numeracy Targets Chart	
Fluency Benchmark: KY.1.OA.6 Fluently add and subtract within 10.	
Kentucky Academic Standard(s): KY.K.OA.4	
Student-Friendly Learning Target: I am learning to tell the pairs of numbers that go together to make 10.	
Suggested Student Grouping(s): independent / partners / group	
Materials: ten frame or dot pattern cards - 2 each of 0 to 10	
Activity Description: Shuffle a deck and remove the top card as a 'mystery card'. Place 4 cards in a row face-up on the table and the remaining cards in a pile face-down. Draw a card from the deck to see if it can be combined with one of the cards on the table to make 10 (or select 2 of the face-up cards that combine to make 10). Keep the pair that makes 10, or if the card drawn from the deck can't be used to make 10, then place it in the face-up row. Replace the card(s) on the table so that there are always at least 4 cards face up. Continue to make sets until all cards but one have been used. If combinations have been made correctly, one card should be left, matching the mystery card to make 10.	
Teacher Notes:	
Evidence of Learning (Diagnostic Assessment of Progress): Flash a 10 frame or dot card with 3 dots and ask "How many dots? How many do you need to make 10?" Repeat with other cards with 0 to 10 dots.	

KNP ID #S 2243.2



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