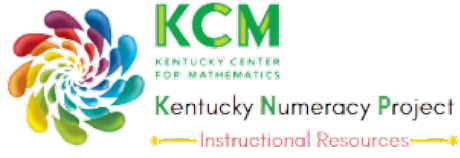


Lesson Plan for KNP Activity

S 2243.3: Mystery Card

Teacher Planning Notes:	
Task Group Number: 2243	Task Group Name: Mystery Card
Strand: Structuring	Activity Level and Color: 3 Green
KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=2243.3&prefix=S	
Numeracy Target: Facile 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, without counting.	
Suggested Student Grouping(s): independent / partners / group	
Materials: numeral cards 2 each of 0-10	
Activity Description: Shuffle a deck and remove one card as a 'mystery card'. Lay the others face down with four in a row face up. Draw a card to see if it can be used (and/or the four face-up cards) to make ten (use only two cards). If so, keep the set, and replace the cards used from the deck. Make sure that 4 cards are face up at all times by replacing them from the deck. Continue to make sets until all but one card has been used. If combinations were made correctly, students should be left with one card matching the mystery card to make 10.	
Teacher Notes: You can use numeral cards from Uno, Rage, Phase 10, or print your own.	
Evidence of Learning (Diagnostic Assessment of Progress): Ask students "What are two numbers that add to make 10? What are another two? And another?"	

KNP ID #S 2243.3



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