

Lesson Plan for KNP Activity

S 2243.5: Mystery Card

Teacher Planning Notes:

Task Group Number: 2243

Task Group Name: Mystery Card

Strand: Structuring

Activity Level and Color: 5 Pink

KNP Activity Link with access to Printables and Student Instructions:

</knp/activity.php?id=2243.5&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.2.OA.2](#)

Student-Friendly Learning Target: I am learning to tell pairs of numbers that go together to make 15 without counting.

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

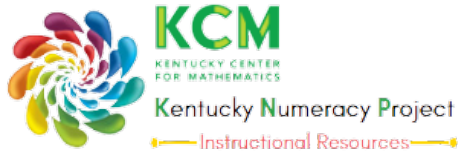
Materials: numeral cards - 2 or more each of 1 to 14

Activity Description: Shuffle a deck and remove one card as a 'mystery card'. Lay the rest face down with 4 in a row, face up. Draw a card to see if it can be used (and/or a face-up card) to make 15 (use only two cards). If so, keep the set. If not, place the card on the table at the end of the line. Replace the card(s) on the table so that there are at least 4 cards face up. Continue to make sets until all but one card have been used. If combinations were made correctly, one card remains, matching the 'mystery card' making 15.

Teacher Notes: You can use numeral cards from Rage or print your own. A target number other than 15 may be used. Be sure to adjust deck if using a different target (i.e. if the target is 12, use 2 each of 1 through 11).

Evidence of Learning (Diagnostic Assessment of Progress): Ask student to write answers or respond verbally to the following questions. "What goes with 6 to make 15? What goes with 11 to make 15? What goes with 2 to make 15?" Ask students how they determine the answer. Observe if students count or use a mental strategy.

KNP ID #S 2243.5



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