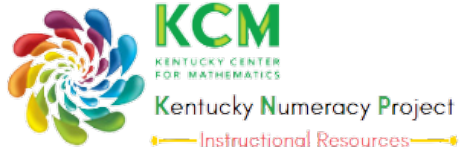


# Lesson Plan for KNP Activity

## S 2265.2: Match the Quantity

<b>Teacher Planning Notes:</b>	
<b>Task Group Number:</b> 2265	<b>Task Group Name:</b> Match the Quantity
<b>Strand:</b> Structuring	<b>Activity Level and Color:</b> 2 Blue
<b>KNP Activity Link with access to Printables and Student Instructions:</b> <a href="/knp/activity.php?id=2265.2&amp;prefix=S">/knp/activity.php?id=2265.2&amp;prefix=S</a>	
<b>Numeracy Target:</b> Intermediate structures to 10 <a href="#">Numeracy Targets Chart</a>	
<b>Fluency Benchmark:</b> KY.1.OA.6 Fluently add and subtract within 10.	
<b>Kentucky Academic Standard(s):</b> <a href="#">KY.K.CC.3</a>	
<b>Student-Friendly Learning Target:</b> I am learning to match a numeral to a representation of the quantity (1 to 10).	
<b>Suggested Student Grouping(s):</b> independent / small group	
<b>Materials:</b> numeral cards 1-10, a set of cards showing quantities 1 to 10 visually such as 10 frames, finger patterns or dot patterns	
<b>Activity Description:</b> Memory: This game is played like regular memory where a "match" consists of a numeral card and a representation card of matching quantity. Place the numeral cards and another set of cards (tallies, finger patterns, ten frames or dots) face down. On a player's turn, the player turns over two cards. If the cards match the child takes the pair. If not, the cards are turned back over. In either case, play moves to the next player. Play until all pairs are found. The player with the most pairs wins the game. To make the game easier, print each set on different color paper. Players should choose one of each color when turning over cards.	
<b>Teacher Notes:</b>	
<b>Evidence of Learning (Diagnostic Assessment of Progress):</b> Flash a finger pattern card with 6 fingers and have student write or say matching number. Repeat for 4 fingers and 9.	



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