# Lesson Plan for KNP Activity <br> S 2265.4: Match the Quantity 

| Teacher Planning Notes: |  |
| :---: | :---: |
| Task Group Number: 2265 | Task Group Name: Match the Quantity |
| Strand: Structuring | Activity Level and Color: 4 Purple |
| KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=2265.4\&prefix=S |  |
| Numeracy Target: Intermediate structures to 20 Numeracy Targets Chart |  |
| Fluency Benchmark: KY.2.0A.2 Fluently add and subtract within 20. |  |
| Kentucky Academic Standard(s): KY.K.NBT. 1 |  |
| Student-Friendly Learning Target: I am learning to match ten-plus frames to 20 with numerals. |  |
| Suggested Student Grouping(s): independent / group / whole class |  |
| Materials: twenty frames or double 10 frames with 10-plus patterns or doubles, matching numeral cards (both 10-20) |  |
| Activity Description: Memory: This game is played like regular memory where a "match" consists of a numeral card and a frame card of matching quantity. Place the numeral cards and frame cards 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. |  |
| Teacher Notes: |  |
| Evidence of Learning (Dia patterns on twenty frame and pair-wise arrangement. | of Progress): Flash the 15 using the 10 -plus he quantity. Repeat for 12. Do similarly for |

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