

Lesson Plan for KNP Activity

S 2268.3: Make the Target (up to 10)

Teacher Planning Notes:

Task Group Number: 2268

Task Group Name: Make the Target

Strand: Structuring

Activity Level and Color: 3 Green

KNP Activity Link with access to Printables and Student Instructions:

</knp/activity.php?id=2268.3&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.2](#), [KY.K.OA.3](#), [KY.1.OA.6](#)

Student-Friendly Learning Target: I am learning to tell the number needed to add to make the given total, 6 to 10.

Suggested Student Grouping(s): partner

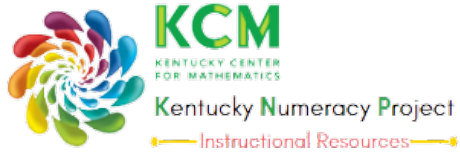
Materials: numeral cards, 2 each of 1 through 5 OR 2 each of five frames with 1 to 5 dots with numeral written on reverse side; cube with numerals 6, 7, 7, 8, 9, 10.

Activity Description: Place cards numeral side up on table. The first student rolls the die to find the target number. Then first student chooses a card to be the first addend. The other student chooses a card that will go with the first addend to make the target number. If cards have five frames on the reverse side, flip over cards to verify total. Students switch roles. If a student is playing independently, the student can roll the cube and find two cards to make the target.

Teacher Notes: If using the five frames included in the print link, hand-write the corresponding numeral on the reverse side. The first student must choose the first addend carefully so that the required second addend is available. Students can be asked to record the corresponding equation. If the activity is teacher led, the teacher can choose the target number and choose the first card (addend). Students will then determine the missing addend.

Evidence of Learning (Diagnostic Assessment of Progress): Ask student to write or say what goes with 4 to make 9.

KNP ID #S 2268.3



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