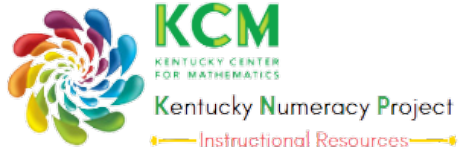


# Lesson Plan for KNP Activity

## S 2292.1: Bingo

<b>Teacher Planning Notes:</b>	
<b>Task Group Number:</b> 2292	<b>Task Group Name:</b> Bingo
<b>Strand:</b> Structuring	<b>Activity Level and Color:</b> 1 Red
<b>KNP Activity Link with access to Printables and Student Instructions:</b> <a href="/knp/activity.php?id=2292.1&amp;prefix=S">/knp/activity.php?id=2292.1&amp;prefix=S</a>	
<b>Numeracy Target:</b> Facile structures to 5 <a href="#">Numeracy Targets Chart</a>	
<b>Fluency Benchmark:</b> KY.K.OA.5 Fluently add and subtract within 5.	
<b>Kentucky Academic Standard(s):</b> <a href="#">KY.K.CC.3</a>	
<b>Student-Friendly Learning Target:</b> I am learning to recognize numbers 1 to 6 when shown as dot patterns, finger patterns, 5 or 10 frames, or numeral.	
<b>Suggested Student Grouping(s):</b> small group / whole class	
<b>Materials:</b> Bingo Boards, Bingo covers, die with regular dot pattern or numeral cube (1 to 6)	
<b>Activity Description:</b> Give each student a Bingo Card filled with multiple representations of 1-6. Use the die (or spinner) to generate a random number 1-6. Students can place a chip on ONE square matching the amount rolled, choosing the numeral, finger pattern, dot pattern or frame. Game ends when a student has 5 in a row, across, down, or diagonally.	
<b>Teacher Notes:</b>	
<b>Evidence of Learning (Diagnostic Assessment of Progress):</b> Flash a regular 5 dot pattern and have student write or say matching number. Repeat for a regular 3 and a regular 6. Note if student can give amounts without counting by 1s.	

**KNP ID #S 2292.1**



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