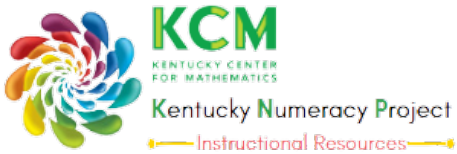
Lesson Plan for KNP Activity
S 2292.2: Bingo

Teacher Planning Notes:	
Task Group Number: 2292	**Task Group Name:** Bingo
Strand: Structuring	**Activity Level and Color:** 2 Blue
KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=2292.2&prefix=S	
Numeracy Target: Intermediate structures to 10 Numeracy Targets Chart	
Fluency Benchmark: KY.1.OA.6 Fluently add and subtract within 10.	
Kentucky Academic Standard(s): KY.K.CC.3	
Student-Friendly Learning Target: I am learning to recognize numbers 5 to 10 when shown as dot patterns, tally marks, finger patterns, 10 frames, or numeral.	
Suggested Student Grouping(s): small group	
Materials: Bingo Boards, Bingo covers, cube with sides labeled "5,6,7,8,9,10"	
Activity Description: Give each student a Bingo card filled with multiple representations of 5-10 (5 versions are available). Use the die (or spinner) to generate random numbers 5 to 10. Students can place a chip on ONE square matching the amount rolled, choosing the numeral, finger pattern, dot pattern, 10 frame. Game ends when a student has 5 in a row, across, down, or diagonally.	
Teacher Notes: Could extend activity using http://www.edu.gov.mb.ca/k12/cur/math/games/dot_bingo_gr_k12.pdf for another option at Level 2 (game is images 2 to 12, generate Bingo number by rolling two dice and taking the total).	
Evidence of Learning (Diagnostic Assessment of Progress): Teacher should flash 6 fingers and have student write or say matching number. Repeat for 4 fingers and 9.	

KNP ID #S 2292.2



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