

# Lesson Plan for KNP Activity

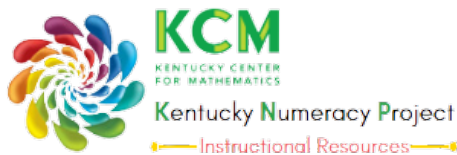
## S 2295.2: Quick Images

<b>Teacher Planning Notes:</b>	
<b>Task Group Number:</b> 2295	<b>Task Group Name:</b> Quick Images
<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=2295.2&amp;prefix=S">/knp/activity.php?id=2295.2&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.OA.2</a>	
<b>Student-Friendly Learning Target:</b> I am learning to recognize quantities up to 10 shown either five-wise or pair-wise.	
<b>Suggested Student Grouping(s):</b> various	
<b>Materials:</b> domino dot cards showing 5 to 10 dots in a pair-wise or five-wise arrangement, dot cards showing 5 to 10 dots in a pair-wise or five-wise arrangement, 10 frames arranged either pair-wise or five-wise and/or finger pattern cards	
<b>Activity Description:</b> Flashed images: Flash a card. Ask "How many?" When appropriate, ask about any groups visible on the card. For example, if showing a finger pattern card with 5 fingers on one hand and 3 on the other, ask student to say the amount on each hand as well as the total. If needed, flash card again.	

**Teacher Notes:** Printable cards for finger patterns and dominos are available using the print link. The finger pattern printable is at the top. Domino cards are at the end of the list. At this level, use only the dominos in the range 5 to 10 that are shown pair-wise or five-wise more. The goal is for student to subitize\* the groups and then determine the whole without counting by ones. For example, if a domino with sides 5 & 3 are shown, student should see a "5" and a "3" and know immediately that there are 8 dots in all. The resource available in the print link for activity S 294.1 also has a link for dot cards in a five-wise or pair-wise arrangement. The interactive website link is to a website created by the Freudenthal Institute in the Netherlands. The directions are in Dutch but games are playable. At this level, the finger patterns game and the beadrack to 10 game are appropriate. Another option is the website available through the interactive link in S 294.3 (Dreambox teacher tools). On this site, the one row bead rack can be used.

**Evidence of Learning (Diagnostic Assessment of Progress):** Hold up 7 fingers (5 on one hand, 2 on other) for 2-3 seconds. Ask student "How many fingers did you see? How many were on each hand?" Repeat with 6 fingers shown as 3 on each hand and 8 fingers show as 4 on each hand. Repeat with other groups if desired.

**KNP ID #S 2295.2**



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