## Lesson Plan for KNP Activity S 2295.3: Quick Images

| Teacher Planning Notes: |  |
| :---: | :---: |
| Task Group Number: 2295 | Task Group Name: Quick Images |
| Strand: Structuring | Activity Level and Color: 3 Green |
| KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=2295.3\&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 |  |
| Student-Friendly Learning Target: I am learning to quickly determine the number of dots in a flashed image with up to 10 dots. |  |
| Suggested Student Grouping(s): various |  |
| Materials: dot cards showing up to 10 dots in either 1 or 2 colors, dominoes with totals up to 10 and/or 10 frame cards |  |
| Activity Description: Flashed images: Flash a card. Ask "How many?" When appropriate, ask about any groups visible on the card. For example, if flashing a card with 4 blue dots and 3 green dots, ask student "How many dots? What groups did you see?" If needed, flash card again. If using a 10 frame card, ask also "How many empty squares?" or "How many more to make 10?" |  |

Teacher Notes: Printables and examples of dot cards are available using the print link. Dot cards can be made by placing sticker dots on index cards or paper plates. In addition to dot cards, other images such as 10 frames \& finger patterns can be used. The goal is for student to subitize subgroups and then determine the whole without counting by ones. At this point, students should be linking to and building on the standard structures (i.e. doubles and five-wise) that they learned in entry 294.2. For example, if student is flashed the domino with $4 \& 3$, a student should immediately recognize the "4" and "3". The student might reason, "since 3 and 3 is 6 , this is 7 in all". Similarly, if a student is flashed the domino 6 \& 2, the student might reason "I know 5 \& 3 is 8 so that is 9 ." The interactive website link is to the Dreambox teacher tools. There you can use the "Quick images" lesson "Numbergram from 4 to 10" to show a variety of dot patterns to 10 using a projector. Also, the website hosted by the Freudenthal Institute (see the interactive website link for S 294.2) has a dice activity and an egg carton activity that children can play.

Evidence of Learning (Diagnostic Assessment of Progress): Flash a domino with 6 and 2 dots. Ask student "What do you see?" If needed, prompt student to state the total and the amounts on each side. Repeat with the $3 \& 4$ domino. If desired, continue with other dominos or with dot cards.

KNP ID \#S 2295.3


