

# Lesson Plan for KNP Activity

## T 5523.0: Build a Number

### Teacher Planning Notes:

**Task Group Number:** 5523

**Task Group Name:** Delivery Game

**Strand:** Base Ten Arithmetical Strategies

**Activity Level and Color:** 0 Yellow

### KNP Activity Link with access to Printables and Student Instructions:

</knp/activity.php?id=5523.0&prefix=T>

**Numeracy Target:** Emerging understanding that 2-digit numbers are composed of tens and ones  
[Numeracy Targets Chart](#)

**Fluency Benchmark:** KY.2.NBT.5 Fluently add and subtract within 100.

**Kentucky Academic Standard(s):** [KY.1.NBT.2](#)

**Student-Friendly Learning Target:** I am learning to model a two-digit number using bundles and sticks to represent tens and ones.

**Suggested Student Grouping(s):** partners

### Materials:

Popsicle sticks grouped into bundles of 10 and several loose sticks, ones and tens arrow cards

### Activity Description:

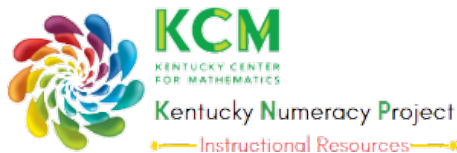
Distribute sticks and bundles to students. Randomly draw a 2 digit and 1 digit arrow card and show students the cards. Students will then build the number using sticks and bundles. Students should raise their hand when they are ready to name the number that they built. Challenge and invite students to share different ways they can build each number

**Teacher Notes:**

Young students or students who don't yet have a good grasp of ten as a unit will probably build all their numbers with ones only. This is very typical and should not be discouraged. If students continue counting with ones only for a long period of time, instead of correcting them, ask them if they can think of a different way to build the number or if they can come up with a "short cut." Likewise, students who fluently build numbers using tens and ones should be encouraged to explore different ways to build numbers (i.e. 35 could be shown as 2 bundles of 10 and 15 sticks or as 30 ones). Using arrow cards will help students connect the use of materials with the value of the digits and also will help students visualize numbers in expanded form.

**Evidence of Learning (Diagnostic Assessment of Progress):**

Show students a random 2 digit number using arrow cards and have them build using bundles and sticks or display a group of bundles and sticks and have them name the number that is represented

**KNP ID #T 5523.0**

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