

# Lesson Plan for KNP Activity

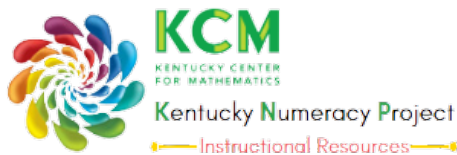
## M 4437.3: Pop Drop Move-It (2 & 5)

<b>Teacher Planning Notes:</b>	
<b>Task Group Number:</b> 4437	<b>Task Group Name:</b> Pop Drop Move-It (2,5,6,7)
<b>Strand:</b> Multiplication and Division	<b>Activity Level and Color:</b> 3 Green
<b>KNP Activity Link with access to Printables and Student Instructions:</b> <a href="/knp/activity.php?id=4437.3&amp;prefix=M">/knp/activity.php?id=4437.3&amp;prefix=M</a>	
<b>Numeracy Target:</b> Count items arranged in equal groups with only group markers visible (items with groups are not visible) <a href="#">Numeracy Targets Chart</a>	
<b>Fluency Benchmark:</b> KY.3.OA.7 Fluently multiply and divide within 100.	
<b>Kentucky Academic Standard(s):</b> <a href="#">KY.3.OA.1</a> , <a href="#">KY.3.OA.7</a>	
<b>Student-Friendly Learning Target:</b> I am learning to determine products involving a factor of 2 or 5 with support of materials.	
<b>Suggested Student Grouping(s):</b> partners, small group	
<b>Materials:</b> Set of 10 dotted popsicle sticks with 2 or 5 dots, Pop Drop Move-It game board (multiples of 2 and 5), recording sheets.	
<b>Activity Description:</b> Pop Drop Move-It (2 & 5 version): Play Move-It according to standard directions. On a player's turn, the player may choose to drop EITHER the set of sticks with 2 dots or with 5 dots. The player will determine the number of dots that are hidden (i.e. face down) and cover that number on the board. For example, if the player drops the 5 sticks and 4 are face down, the player will cover a 20 on the game board. Players may be asked to record work on the included recording sheet.	

**Teacher Notes:** Dot strips available in the print link for M 4437.1 may be used in place of popsicle sticks. The activity as described at the M 4437.1 level can be used as a warm-up. The warm-up may be modified so that students are counting as sticks are placed with the dots face down. A student playing this game may be partnered with a student playing the game as described in entry M 437.2. Optionally, students may be asked to record their turns on one of the included recording sheets. The blank Move-It game board (included in the print link) can be used to create customized variations. For example, a board containing only the multiples of 5 can be used with the 5-dot sticks to create a game targeting only the 5-facts.

**Evidence of Learning (Diagnostic Assessment of Progress):** Place out a stick with 5 dots. Ask "How many dots?" Explain that all sticks have the same number of dots. Place 8 sticks, face down in a scattered configuration. Ask student, "How many dots?". Repeat process using 6 2-dot sticks.

**KNP ID #M 4437.3**



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