

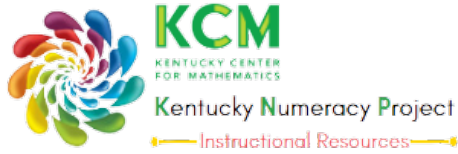
# Lesson Plan for KNP Activity

## M 4441.6: Missing Factor Move-It (6)

<b>Teacher Planning Notes:</b>	
<b>Task Group Number:</b> 4441	<b>Task Group Name:</b> Pop Drop Move-It (3&6)
<b>Strand:</b> Multiplication and Division	<b>Activity Level and Color:</b> 6 Orange
<b>KNP Activity Link with access to Printables and Student Instructions:</b> <a href="/knp/activity.php?id=4441.6&amp;prefix=M">/knp/activity.php?id=4441.6&amp;prefix=M</a>	
<b>Numeracy Target:</b> Extend and refine strategies for multiplication and division <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.4</a> , <a href="#">KY.3.OA.6</a>	
<b>Student-Friendly Learning Target:</b> I am learning to solve missing factor equations where one factor is 6.	
<b>Suggested Student Grouping(s):</b> partners, small group	
<b>Materials:</b> Move-It game board (numbers 1 through 10), popsicle sticks where each stick is labeled with one missing factor equation from the following list: $\_x6 = 6$ , $\_x6=12$ , ... $\_x=60$ .	
<b>Activity Description:</b> Missing Factor Move-It: Play Move-It according to standard directions. Sticks may be placed in a cup for game play. On a player's turn, the player will randomly draw 1 stick, solve for the missing number and cover the number. The stick should be returned to the cup or draw pile before the next player's turn.	
<b>Teacher Notes:</b> Missing factor equations of the form $6 = \_ x 6$ , ... $60 = \_ x 6$ may also be used. Missing Factor cards, in both formats, are included in the print link and may be used in place of the popsicle sticks. The teacher may choose to make missing factor sticks targeting different factors such as 3 (i.e. $\_ x 3 = 3$ , $\_ x 3 = 6$ and so on) or label sticks with division expressions. Dotted popsicle sticks may be used to check or work out solutions. For example, if solving $\_ x 6 = 24$ , the student may set out 4 sticks (with 6 dots each) to verify the missing factor is 4. The blank Move-It game board (included in the print link) can be used to create customized variations.	

**Evidence of Learning (Diagnostic Assessment of Progress):** Show student the equation " $\_ x 6 = 42$ " and say "Read this to me. What goes in the blank?" Repeat with similar equations.

**KNP ID #M 4441.6**



[www.kymath.org](http://www.kymath.org)  
[kcm@nku.edu](mailto:kcm@nku.edu)