

Lesson Plan for KNP Activity

Nf 1112.2: Number After Race (within 10)

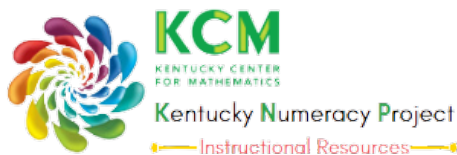
Teacher Planning Notes:	
Task Group Number: 1112	Task Group Name: Number After Race
Strand: Forward Counting	Activity Level and Color: 2 Yellow
KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=1112.2&prefix=Nf	
Numeracy Target: Emerging forward counting from any number within 10 Numeracy Targets Chart	
Fluency Benchmark: KY.1.OA.6 Fluently add and subtract within 10.	
Kentucky Academic Standard(s): KY.K.CC.2	
Student-Friendly Learning Target: I am learning to say the number after any given number in the range 4 to 9.	
Suggested Student Grouping(s): Various	
Materials: Number After Race (within 10) Game Board, number cubes with labels {4, 5, 6, 7, 8, 9} Game tokens, numeral cards 1 to 10 (a pair of numeral tracks with inserts 1 to 5 and 6 to 10 may be used in place of numeral cards)	

Activity Description: The game board is a pathway where each space contains a number in the range 5 to 10 (the winner space contains all numbers 5 to 10). During game play, on a student's turn the student will roll a cube to generate a number in the range 4 to 9, determine the number after, and move his or her token to the next space containing that number. The first student to reach the "winner" space wins the game. For example, if a student rolls an 8, the student will move to the next space on the path containing a 9. At this level, students also have the support of numeral cards or a numeral track. If using cards, place cards 1 to 10 in order, then turn cards 2 to 10 face down. A student will turn over the card of the number rolled, predict the number after, turn over the card after as a check and then move his or her token on the game board. Any cards (except 1) are returned to a face down position before the next player's turn. A numeral track can be used in place of numeral cards. Use two tracks positioned in a single row with inserts 1 to 5 and 6 to 10. Play is nearly the same, with the exception that a door on the numeral track is raised or closed rather than a card being turned face up or face down respectively.

Teacher Notes: This activity was revised August 2013. It was originally titled "Coverall."

Evidence of Learning (Diagnostic Assessment of Progress): Ask student to say the number after 8 (or another number in range 1 to 9). If student is unsuccessful, use numeral cards or a numeral track as described in the activity directions and repeat the question.

KNP ID #Nf 1112.2



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