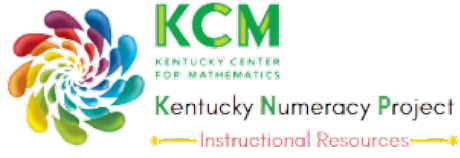


Lesson Plan for KNP Activity

S 2203.0: Fill the Pockets (up to 5)

Teacher Planning Notes:	
Task Group Number: 2203	Task Group Name: Fill the Pockets
Strand: Structuring	Activity Level and Color: 0 Yellow
KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=2203.0&prefix=S	
Numeracy Target: Subitize quantities to 6 Numeracy Targets Chart	
Fluency Benchmark: KY.K.OA.5 Fluently add and subtract within 5.	
Kentucky Academic Standard(s): KY.K.CC.3 , KY.K.CC.4 , KY.K.CC.5	
Student-Friendly Learning Target: I am learning to read and match quantities and numerals to 5.	
Suggested Student Grouping(s): independent/small group	
Materials: dot cards or five frame cards with 0 to 5 dots - 2 or more each, game board	
Activity Description: Fill the Pockets: Create game board with pockets labeled with "0", "1", "2", "3", "4", "5". Mix cards and stack in a pile. Draw 1 card from the pile and place in the matching pocket on the game board. After completing the game, students check pockets to be sure the cards in each pocket match.	
Teacher Notes: Two pockets can be made by sealing a letter sized envelope and cutting in half. Tape pockets to large poster board to create the game board. Other cards 0 to 5 may be used including finger patterns, five frames, or irregular dot cards. A game board with pockets 0 to 6 (such as the board for 203.1) may be used. Also, quantity cards 0 to 6 may also be used.	
Evidence of Learning (Diagnostic Assessment of Progress): Show a student a dot card with 5 dots. Ask "How many dots?"	



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