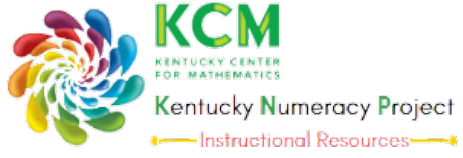


# Lesson Plan for KNP Activity

## S 2204.0: Match! (up to 5)

<b>Teacher Planning Notes:</b>	
<b>Task Group Number:</b> 2204	<b>Task Group Name:</b> Make Five/Ten
<b>Strand:</b> Structuring	<b>Activity Level and Color:</b> 0 Yellow
<b>KNP Activity Link with access to Printables and Student Instructions:</b> <a href="/knp/activity.php?id=2204.0&amp;prefix=S">/knp/activity.php?id=2204.0&amp;prefix=S</a>	
<b>Numeracy Target:</b> Subitize quantities to 6 <a href="#">Numeracy Targets Chart</a>	
<b>Fluency Benchmark:</b> KY.K.OA.5 Fluently add and subtract within 5.	
<b>Kentucky Academic Standard(s):</b> <a href="#">KY.K.CC.3</a> , <a href="#">KY.K.CC.4</a> , <a href="#">KY.K.CC.5</a>	
<b>Student-Friendly Learning Target:</b> I am learning to read and match quantities and numerals to 5.	
<b>Suggested Student Grouping(s):</b> partners	
<b>Materials:</b> "Match!" Game sheet, sheet protector, wipe off markers	
<b>Activity Description:</b> Place a transparent sheet protector over the Match! game board. Students will work together to find matching pairs (one numeral and one five frame that are equal).	
<b>Teacher Notes:</b> The game board can be laminated instead of using a sheet protector. Students can play individually or in pairs. When ready, students can play against each other in a "speed" version. In the speed version, one player will be "X", one player will be "O" (or players can simply use different color pens) and each player will find and mark matching pairs as quickly as possible.	
<b>Evidence of Learning (Diagnostic Assessment of Progress):</b> Randomly place five frames 0 to 5 on the table. Show student a numeral card in the range 0 to 5. Ask "What is this number? What five frame matches this number?" Repeat for other numerals.	



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