

# Lesson Plan for KNP Activity

## S 2205.0: Go Fish (match to 5)

### Teacher Planning Notes:

**Task Group Number:** 2205

**Task Group Name:** Go Fish

**Strand:** Structuring

**Activity Level and Color:** 0 Yellow

### KNP Activity Link with access to Printables and Student Instructions:

</knp/activity.php?id=2205.0&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):** small group

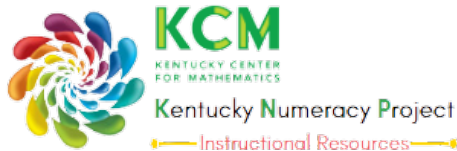
**Materials:** numeral cards (0 to 5), dot cards (0 to 5) multiple copies of each (use interactive website link in lesson plan)

**Activity Description:** Each player is dealt three cards. The rest of the cards are placed in a face down in the center of the table. If the students have any pairs of cards that match (i.e. are the same quantity), they place them down in front of them. Each time a student places down a pair, he/she should name the pair. Students take turns. On each turn, a player asks another player for a card to make a match. If he/she receives a card, the student should lay it on the table. This completes a turn. If the player does not, he/she takes the top card from the deck. If the card drawn from the deck makes a matching pair in the player's hand, the pair is named and then placed on the table. This completes the turn. If there are no cards left in a player's hand but still cards in the deck, that player takes two cards from the deck and continues playing. The game is over when there are no more cards left in the deck. At the end of the game each player counts his/her pairs. The player with the most pairs wins the game.

**Teacher Notes:** Representations of 1 to 5 may be used in place of 0 to 5. Other representations of number can be used in addition to or in place of numeral or dot cards, including five frames, finger pattern images, tallies, 10 frames and words (see print link). The deck should consist of an even number of cards for each amount. The more representations included in the deck, the more challenging the game. When the students are comfortable with the game, let them play in pairs or small groups.

**Evidence of Learning (Diagnostic Assessment of Progress):** Show a student a dot card with 5 dots. Ask "How many dots?"

**KNP ID #S 2205.0**



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