

Lesson Plan for KNP Activity

S 2211.0: Pyramid (Match to 5)

Teacher Planning Notes:

Task Group Number: 2211

Task Group Name: Pyramid

Strand: Structuring

Activity Level and Color: 0 Yellow

KNP Activity Link with access to Printables and Student Instructions:

</knp/activity.php?id=2211.0&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

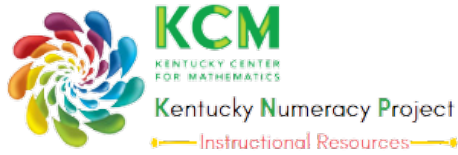
Materials: numeral cards 0 to 5, dot cards (or other representation) 0 to 5, either 1 or 2 of each

Activity Description: Shuffle cards. Take one card from the deck. Set aside as a "mystery card" (don't look at it). Place cards in a pyramid shape (4,3,2,1) face-up. Students choose 2 cards that match (i.e., are equal). As students take cards, the open spaces in the pyramid are filled from the deck. When there are no more cards in the deck, play continues until only 1 card is remaining. Students should predict the number on the mystery card based on the card left in the pyramid.

Teacher Notes: 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 4 dots. Ask "How many dots?" Lay out numeral cards (0 to 5) at random. Ask, "Which card matches?" Repeat showing other dot cards.

KNP ID #S 2211.0



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