Lesson Plan for KNP Activity
T 5513.3: Cups O' Gold

Teacher Planning Notes:

Task Group Number: 5513	**Task Group Name:** Cups O' Gold
Strand: Base Ten Arithmetical Strategies	**Activity Level and Color:** 3 Green

KNP Activity Link with access to Printables and Student Instructions:
/knp/activity.php?id=5513.3&prefix=T

Numeracy Target: Beginning to solve 2-digit +/- without materials using strategies based on place value
Numeracy Targets Chart

Fluency Benchmark: KY.2.NBT.5 Fluently add and subtract within 100.

Kentucky Academic Standard(s): KY.1.NBT.3, KY.2.NBT.5

Student-Friendly Learning Target: I am learning to add or subtract ones and/or tens and explain my thinking.

Suggested Student Grouping(s): partners

Materials: arrow cards (tens and ones), writing space

Activity Description: 1.Player one will select a 2-digit and a 1-digit arrow card and write that number as the amount in his/her stash of gold. 2.Player two will select a 1-digit arrow card and ask player 1 to subtract that number from their (pretend) stash of gold (writing their new amount) and (pretend) give that amount to player 2. Player 2 will write the 1-digit number as the amount in his/her (pretend) stash. 3.Repeat with player two choosing a 2-digit and a 1-digit arrow card and player one choosing a 1-digit arrow card for the amount of gold to get from player 2. 4.Each player should write the amount they had from round 1 and from round 2, find the total and explain how they found the total. The winner will be the player with the greater number of pieces of gold. Write a comparison using the symbols > or <.

Teacher Notes: Students are ready to play this task level when they can imagine the quantities of gold pieces. Students may want to imagine unbundling groups of ten to be able to subtract. Provide the portion cups (possibly covered) for students who may have not yet have the quantities internalized and, therefore, need extra help. You can simplify the task by giving only the higher 1-digit cards to the first player and the lower 1-digit cards to the second player (so no unbundling would be required).

Evidence of Learning (Diagnostic Assessment of Progress): Write the expression 32 - 3 and say, \"If I start with 32 gold pieces and give you 3, how many gold pieces will you have left?