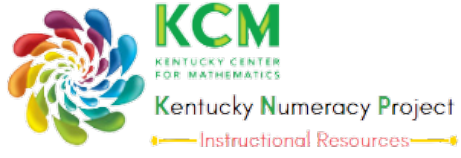


# Lesson Plan for KNP Activity

## M 4449.5: Product Game

<b>Teacher Planning Notes:</b>	
<b>Task Group Number:</b> 4449	<b>Task Group Name:</b> Bead Arrays
<b>Strand:</b> Multiplication and Division	<b>Activity Level and Color:</b> 5 Pink
<b>KNP Activity Link with access to Printables and Student Instructions:</b> <a href="/knp/activity.php?id=4449.5&amp;prefix=M">/knp/activity.php?id=4449.5&amp;prefix=M</a>	
<b>Numeracy Target:</b> Multiply and divide within 100 using a range of strategies <a href="#">Numeracy Targets Chart</a>	
<b>Fluency Benchmark:</b> KY.3.OA.7 Fluently multiply and divide within 100.	
<b>Kentucky Academic Standard(s):</b> <a href="#">KY.3.OA.5</a> , <a href="#">KY.3.OA.7</a>	
<b>Student-Friendly Learning Target:</b> I am learning to mentally determine factors (up to 10) of a number within 100. I am also learning to mentally determine products of two single digit numbers.	
<b>Suggested Student Grouping(s):</b> Pairs	
<b>Materials:</b> Product Game Board, 2 paperclips, game markers in two colors	
<b>Activity Description:</b> Students play "Product Game" in pairs as directed. Each player chooses a color marker or tokens for game play. Player 1 chooses two factors and places a token on the product. Player 2 is allowed to change ONE of the factors, covering the new product with a token. Play alternates, so that each player changes ONE factor on each turn. Note - players can choose for factors to be the same (e.g., 5x5 is acceptable). First player with 4 in a row wins.	
<b>Teacher Notes:</b>	
<b>Evidence of Learning (Diagnostic Assessment of Progress):</b> Show student the expression $4 \times 8$ . Ask student to solve. Ask student "If you could change only ONE of these factors, how could you change this expression so that it equals 56?"	



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