

Lesson Plan for KNP Activity

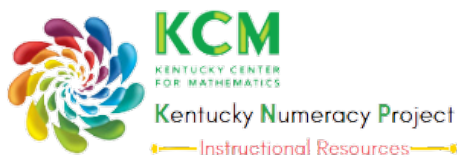
M 4403.2: Grouping Sea Creatures

Teacher Planning Notes:	
Task Group Number: 4403	Task Group Name: Swimmin' Out - [1,3,5,7,9]
Strand: Multiplication and Division	Activity Level and Color: 2 Blue
KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=4403.2&prefix=M	
Numeracy Target: Count equal groups using stress or skip counting Numeracy Targets Chart	
Fluency Benchmark: KY.3.OA.7 Fluently multiply and divide within 100.	
Kentucky Academic Standard(s): KY.K.CC.4 , KY.K.CC.5 , KY.3.OA.4	
Student-Friendly Learning Target: I am learning to count groups of items using skip counting or stress counting when cards are face up.	
Suggested Student Grouping(s): Small Group 4-5/ independent	
Materials: - Ocean Game Card: 150 cards total, 5 sheets; Sea Snail Cards: 1 shell; Clownfish Cards: 3 stripes; Sea Star Cards: 5 arms; Clam Shell Cards: 7 spots; Jellyfish Cards: 9 tentacles; 10-sided die or two numeral dice labeled 0-5; Sea Snail Work Mat: one per person; Optional: 100 bead rack	
Activity Description: Each student should receive their own work mat. Five of each animal card (depending on the number of students) should be shuffled and placed upside down in the middle of the group. The remaining ocean game cards should be placed in separate stacks in the middle of the group. On their turn, a student rolls the 10-sided die and places it in the indicated area on the work mat. The student then draws a random card from the face down pile and places it in the indicated area on the work mat. Using the matching ocean game cards from their original selection students will lay one marker down in the indicated area to represent each group (e.g. 5X7 would be represented as five individual clam shell cards (7 spots)). Then student will end their turn by writing the product in the $\frac{1}{2}$ total $\frac{1}{2}$ box on their work mat. Play will continue until all students have had five turns.	

Teacher Notes: This activity challenges students to use multiplicative counting to count visible items arranged in groups. Students are ready for this activity when they are able to use perceptual counting to determine the numerosity of a collection of equal groups. This activity is similar to level one in that the students begin to realize that a number is an attribute of a set, forming a larger unit. Students are presented with a marker (i.e. ocean game card) for each group, but the unit items are not visible. Be aware of students' counting strategies. If stress and/or skip counting is used, students are advanced in multiplicative counting. To successfully precede through this activity students must understand that each ocean game card represents a group of items not a single unit. Be strategic about which ocean game cards are being used based on the student's needs (e.g. If students need work with five facts, just use the sea star cards to play). Game may be played as many times as you see fit. If students continue to struggle with the assistance of the optional bead rack students should work on level one again. Use lamination or protective sleeves for the work mat so use of dry erase markers is possible. Protective sleeves are easier to erase than lamination but do not hold up as long. It is recommended that ocean game cards are printed on card stock or heavier paper to prevent wear and tear. Alternative materials: If printing the work mat is not possible, students may create their own work mat on a piece of paper. Be sure to have them follow the same format as the one provided. To replace ocean game cards, numeral cards or a spinner labeled [1, 3, 5, 7, and 9] may be used. Dice may be replaced with numeral cards numbered 0-10 or a spinner labeled 0-10. Created by Jordan Rhude & Emily Westerling, 2015

Evidence of Learning (Diagnostic Assessment of Progress): Students will draw an ocean game card and roll the 10-sided die to find the product of two values with use of visual aids.

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