

Lesson Plan for KNP Activity

M 4404.2: Grouping Bugs

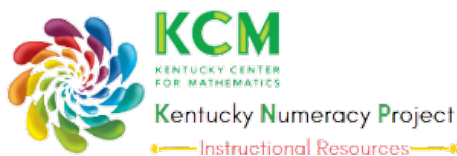
Teacher Planning Notes:	
Task Group Number: 4404	Task Group Name: Buggin' Out - [2,4,6,8]
Strand: Multiplication and Division	Activity Level and Color: 2 Blue
KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=4404.2&prefix=M	
Numeracy Target: Count equal groups 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: - Bug Game Card: 120 cards total, 4 sheets: Fly Cards: 2 wings; Butterfly Cards: 4 wings; Spider Cards: 8 legs; Ladybug Cards: 6 legs; 10-sided die or two numeral dice labeled 0-5; Spider Work Mat: one per person; Optional: 100 bead rack	
Activity Description:	

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. bug game cards) 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 bug card represents a group of items not a single unit. Be strategic about which bug cards are being used based on the students' needs (e.g. If students need work with six facts, just use the ladybug 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 work mats 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 bug 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 Bug Game Cards, numeral cards labeled [2, 4, 6 and 8] 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 a card and roll the die to find the product of two values with use of visual aids.

KNP ID #M 4404.2

www.kymath.org
kcm@nku.edu