

Lesson Plan for KNP Activity

T 5520.0: School Day

Teacher Planning Notes:

Task Group Number: 5520

Task Group Name: School Day

Strand: Base Ten Arithmetical Strategies

Activity Level and Color: 0 Yellow

KNP Activity Link with access to Printables and Student Instructions:

</knp/activity.php?id=5520.0&prefix=T>

Numeracy Target: Emerging understanding that 2-digit numbers are composed of tens and ones
[Numeracy Targets Chart](#)

Fluency Benchmark: KY.1.OA.6 Fluently add and subtract within 10.

Kentucky Academic Standard(s): [KY.K.NBT.1](#)

Student-Friendly Learning Target: I am learning to solve addition and subtraction tasks by counting single units.

Suggested Student Grouping(s): Small Group 4-5

Materials:

Small group School Day game board Craft sticks Pawns/game pieces Numeral cube labeled: [1,1,2,2,3,3]

Activity Description:

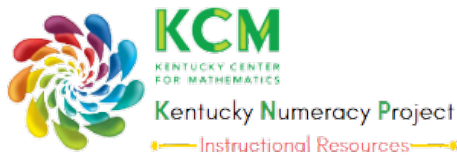
Choose one player to be banker. All players place their pawns on the payday space. Banker pays each player 5 sticks. The youngest player goes first by rolling the numeral cube and moving his/her pawn the corresponding amount of spaces. Each player will read their occupied space and receive, or pay sticks as directed. If a player lands on a chance space they will follow the directions in the middle of the board (roll the numeral cube and follow the corresponding directions). Each player gets paid five sticks as they pass payday. The player with the most sticks at the end of the game wins.

Teacher Notes:

This activity challenges students to use count-by-one strategies to solve addition and subtraction tasks. Students will place no particular value to the ten in this level as quantities are seen only as individual units. This is the first level in this task group. Length of gameplay is up to the teacher. Play can continue for a certain amount of time or until a predetermined amount of sticks is collected by one player. Using cardstock and/or lamination for the game board is recommended for durability. Alternative Materials: You may substitute base 10 blocks or counters for craft sticks. Students should become familiar with materials they can bundle or group together to see how ten ones make one ten. Game adapted from Scotty Bratcher's (Grayson County Public Schools) Original Version. Created by Jordan Rhude & Emily Westerling, 2015

Evidence of Learning (Diagnostic Assessment of Progress):

Give student five sticks, give them three more. Ask how many sticks they have now. Take away four. Ask them how many they have.

KNP ID #T 5520.0

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