

Lesson Plan for KNP Activity

T 5520.1: School Day

Teacher Planning Notes:

Task Group Number: 5520

Task Group Name: School Day

Strand: Base Ten Arithmetical Strategies

Activity Level and Color: 1 Red

KNP Activity Link with access to Printables and Student Instructions:

</knp/activity.php?id=5520.1&prefix=T>

Numeracy Target: Solve 2-digit +/- with materials by counting by 10s OR by 1s

[Numeracy Targets Chart](#)

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

Kentucky Academic Standard(s): [KY.1.NBT.4](#), [KY.2.NBT.5](#)

Student-Friendly Learning Target: I am learning to solve addition and subtraction involving ones or tens using materials.

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

Materials:

School Day game board Craft sticks and bundles of ten Pawns/game pieces Dot Die

Activity Description:

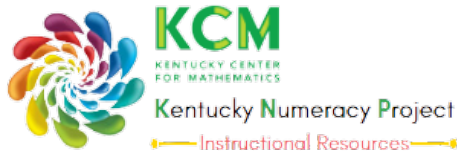
Choose one player to be banker. All players place their pawns on the payday space. Banker pays each player 3 bundles. The youngest player goes first by rolling the dot die and moving his/her pawn the corresponding amount of spaces. Each player will read their occupied space and receive, or pay sticks or bundles as directed. If a player lands on a chance space they will follow the directions in the middle of the board (roll the dot dice and follow the corresponding directions). Each player gets paid three bundles as they pass payday. The player with the most sticks and bundles at the end of the game wins.

Teacher Notes:

This activity challenges students to use place value strategies to solve addition and subtraction problems. Students at this level will learn to see bundles as something created out of ten sticks, and how that is translated to a ten as composed of ten ones. These are not presented to the student at the same time as they will still be counting forward and backward by one or ten. Students are ready for this task when they can solve addition and subtraction tasks, within ten, using count-by-one strategies. Length of game play is up to the teacher's discretion. Game play can continue for a certain amount of time or until a certain amount of sticks is collected by a player. Using cardstock and/or lamination for the game board is recommended for durability. Alternative Materials: Counters and cups, or unit blocks and cups, instead of stick and bundles. 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 three bundles, and then ask them for five sticks. Ask how many sticks they have. Without removing any sticks or bundles, give them two more bundles. Ask them how many they have.

KNP ID #T 5520.1

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