

Lesson Plan for KNP Activity

Ni 1120.3: Splat Bridges within 100

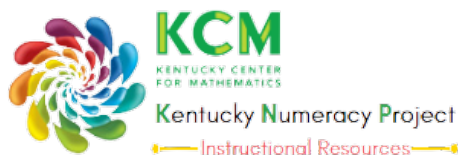
Teacher Planning Notes:	
Task Group Number: 1120	Task Group Name: 100s Chart Splat
Strand: Numeral Identification	Activity Level and Color: 3 Blue
KNP Activity Link with access to Printables and Student Instructions: /knp/activity.php?id=1120.3&prefix=Ni	
Numeracy Target: Identify numerals 0 to 100 Numeracy Targets Chart	
Fluency Benchmark: KY.2.NBT.5 Fluently add and subtract within 100.	
Kentucky Academic Standard(s): KY.K.CC.4 , KY.1.NBT.1	
Student-Friendly Learning Target: I am learning to read numbers within 100 and find them on a 100 chart.	
Suggested Student Grouping(s): Small Group 4-5/ independent	
Materials: Splat Bridges within 100 Game Board Arrow or Numeral Cards- Numbered: 1-100 Colored writing utensils / Bingo Markers	
Activity Description: Version A: Give each student a Splat Bridges within 100. Shuffle the numeral cards and place them in the middle of the group. The student will draw a numeral card, say the number drawn, and splat (color in) the corresponding number on their game board. A player wins when they have completed a bridge across their game board (from side to side or top to bottom). Version B: Give each pair of students one Splat Bridges within 100. Shuffle the numeral cards and place them in the middle of the students. On their turn, player 1 will draw a numeral card, say the number is drawn, and splat (color in) the corresponding number on their game board. The student will place the numeral card in the discard pile to end their turn. Player 2 will then select a numeral card, say the number drawn, and splat their number on the same game board. The first student to complete a bridge across their game board wins (from side to side or top to bottom).	

Teacher Notes:

This activity challenges students to read and locate numerals 1-100. Students are ready for this activity when they can read numerals 1-20 and match to the correct quantities. Recommended lamination or protective sleeves for game board so use of dry erase markers is possible. Protective sleeves are easier to erase than lamination but do not hold up as long. If printing the game board is not possible, students may create their own on a piece of paper. Be sure to have them follow the same format as the one provided. If you do not want students to color on the game boards have them cover the number square with colored tiles or bingo chips. Use of a plastic hundred chart that comes with numbers tiles is also acceptable. Created by Jordan Rhude & Emily Westerling, 2015

Evidence of Learning (Diagnostic Assessment of Progress):

Have the player draw 5 numeral cards and locate the corresponding number on a 100s chart.

KNP ID #Ni 1120.3

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