

Lesson Plan for KNP Activity

S 2206.4: Flower Fluency

Teacher Planning Notes:

Task Group Number: 2206

Task Group Name: Flower Fluency

Strand: Structuring

Activity Level and Color: 4 Purple

KNP Activity Link with access to Printables and Student Instructions:

</knp/activity.php?id=2206.4&prefix=S>

Numeracy Target: Intermediate structures to 20

[Numeracy Targets Chart](#)

Fluency Benchmark: KY.2.OA.2 Fluently add and subtract within 20.

Kentucky Academic Standard(s): [KY.1.OA.6](#), [KY.1.OA.8](#)

Student-Friendly Learning Target: I am learning to combine quantities, without counting, to equal a target number within 20.

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

Materials:

- Flower multiple digit cards to 20
- Flower numeral target cards to 20
- Record Sheet
- Multiple sets of ten frame cards in the range of 0-10, pair and five wise

Additional Materials for Bonus Round:

- Recording sheet - with bonus rounds
- Flower bonus cards

Activity Description:

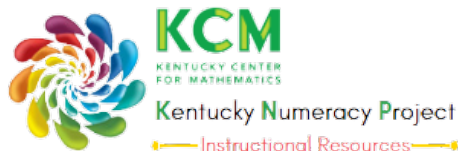
Shuffle and place target cards face down in center of the table. Do the same for the multiple digit cards. Each round turn over the top card of the target card deck and the top card of the multiple digit card deck. Students will use the numbers from the multiple digit cards to make as many combinations as possible with their ten frames that equal the target number. Give the students 20 seconds (adjust according to the group's ability). Let the students know when time is up and have them stop making combinations. Initiate discourse on the student's responses. Students should tell how they are combining their cards to total the target. For every correct combination and supporting explanation a student makes, give them one point on the recording sheet. *Sometimes there will be no possible solutions. Let the students know they say **none** if they cannot come up with any solutions. Additional Game Play for Bonus Rounds: Bonus cards should be shuffled and placed face down in a pile by the teacher. During bonus rounds the teacher will select a bonus cards for one student to answer. If the student answers correctly they get a point. Follow this process for each student. Continue with normal game play until next bonus rounds

Teacher Notes:

This activity challenges students to use structures of up to ten to combine numbers in the range of 11-20 without counting. Students will work towards mastery of working with the subbase of ten in quantities in the range 11-20, to become more proficient in structuring numbers in that range. Students are also challenged to explain and justify their answers, and question the thinking of others. Students are ready for this activity when they can reference numbers with the subbase of five in order to combine and partition numbers in the range of one to ten without counting. Bonus Card: Also included in this activity is the option to play with the included bonus cards. While these cards do not necessarily fall into the structuring strand, they are a good way for students to use multiple thinking strategies during the game play. They address the skills of equivalent expressions, number forward and backwards, making twenty, and working with word problems. There is an additional record sheet with the bonus rounds included for scorekeeping. The bonus cards are controlled by the teacher and the student may or may not need to see the information on the card. It is highly recommended if playing the bonus card version of the game; all cards are reviewed before playing so gameplay is not interrupted. The cards are also labeled with the specific skill it addresses in the bottom right corner. That way the teacher can customize the bonus game play. Created by Lynn Hambrick and Valeria Bodell Adapted by Jordan Rhude & Emily Westerling, 2015

Evidence of Learning (Diagnostic Assessment of Progress):

Show student a 20 and have them find at least four different combinations that total 20 with ten frame cards. Students should justify their answer.

KNP ID #S 2206.4

www.kymath.org
kcm@nku.edu