KNP ID # S 2206.1, Red Fluency Benchmark: KY.K.OA.5

Task Group: Flower Fluency

Kentucky Academic Standard(s): KY.K.OA.2, KY.K.OA.3

Numeracy Target: Facile structures to 5

Flower Fluency

I am learning to structure to five.

Materials:

- Flower multiple digit cards to 5
- Flower numeral target cards to 5
- Record Sheet without bonus rounds
- White board, dry erase markers

Additional Materials for Bonus Rounds:

- Counters Numeral Cards in the range of 1-5
- Recording sheet with bonus rounds
- Flower bonus cards

Directions:

Student Instructions without bonus rounds:

Set Up:

- 1. Each player gets their own white board, dry erase marker, and tissue to erase.
- 2. Shuffle and place target cards face down in the center of the table.
- 3. Shuffle and place multiple digit cards face down in a separate pile in the center of the table.

Game Play:

- 1. The teacher will turn over one target and one multiple digit cards to begin the round.
- 2. Each player will use any of the numbers from the multiple digit card to create as many addition sentences as they can that equal the target number.
 - a. Work to write sentences until the teacher says time is up.
 - b. Be ready to explain your number sentences to the teacher and group.
 - c. If there are no possible solutions write "none" on your board.
 - d. The teacher will award one point for each correct and unique addition sentence.
- 3. Play will continue for nine rounds.

Student Instructions with bonus rounds:

Set Up:

- 1. Each player gets their own white board, dry erase marker, and tissue to erase.
- 2. Shuffle and place target cards face down in the center of the table.
- 3. Shuffle and place multiple digit cards face down in a separate pile in the center of the table.

Game Play: Regular round:

- 1. The teacher will turn over one target and one multiple digit cards to begin the round.
- 2. Each player will use any of the numbers from the multiple digit card to create as many addition sentences as they can that equal the target number.
 - Work to write sentences until the teacher says time is up.
 - Be ready to explain your number sentences to the teacher and group.
 - If there are no possible solutions write "none" on your board.
 - The teacher will award one point for each correct and unique addition sentence.
- 3. Play will continue for six rounds.

Game Play: Bonus round:

- 1. The teacher will turn over one bonus card and begin with the player to his/her left.
- 2. Teacher asks player the question on the bonus cards. The teacher will award one point for a correct answer.
- 3. Play will continue until each player has answered a bonus question.



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