KNP ID # S 2206.5, Pink Fluency Benchmark: KY.2.OA.2

**Task Group: Flower Fluency** 

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

**Numeracy Target: Facile structures to 20** 

# **Flower Fluency**

## I am learning to structure to twenty.

#### **Materials:**

- Flower multiple digit cards to 20
- Flower numeral target cards to 20
- Record Sheet
- Dry erase marker, whiteboard, and eraser for each student

#### **Additional Materials for Bonus Round:**

- Recording sheet with bonus rounds
- Flower bonus cards

#### **Directions:**

## 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.



www.kymath.org kcm@nku.edu