

Session 5 – Structuring to Twenty

March 31, 2011



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Cindy Aossey



Kris Jarboe

The Kentucky Numeracy Project

CLOSING

KNP TASK GROUPS 214, 266

KNP TASK GROUPS 295, 267, 213

INTRODUCTION

CENTER FOR M A T I C S KENTUCKY M A T H E E



Teaching Number in the Classroom with 4-8 year-olds

Robert J. Wright Garry Stanger Ann K. Stafford James Martland



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Kentucky Common Core Academic Standards for Mathematical Practice

3 Construct viable arguments and critique the reasoning of others.

... Elementary students can construct arguments using concrete referents such as objects, drawings, diagrams, and actions. Such arguments can make sense and be correct, even though they are not generalized or made formal until later grades....



Kentucky Common Core Academic Standards for Mathematical Practice

6 Attend to precision.

Mathematically proficient students try to communicate precisely to others. ... They calculate accurately and efficiently ... In the elementary grades, students give carefully formulated explanations to each other.



Truss Dekker, Freudenthal Institute, The Netherlands <u>http://www.spd.dcu.ie/main/academic/education/documents/proceedingsMEI2.pdf</u>

9	Numeracy Strand	Construct/Level (from AVMR)	Numeracy Target	"I CAN" ("see glossary)	Assessment for Learning (*see glossary)
ome tell st cond	Addition & Subtractio	0 to 1 RED 🔶	Perceptual counting	tell the sum of two collections.	Show the student counters to display one of the following: 7 red and 2 blue; 5 red and 4 blue; 9 red and 3 blue, etc. and ask her to tell how many in all.
lor tells	Addition & Subtraction	0to1RED	Perceptual Counting	take away items from a collection and tell how many are left.	Give the student 9 counters and taking away 3 counters, student tells how many are left.

KNP# with prefix	Student Grouping	Video Link	Print Link	Interactive Website	<u>Reference</u>	Teacher Notes
A 301.1 🔶	individual or small group					Watch how students find the total number student often will touch counters, cour numbers on a number line to keep track something they touch, see or feel to
A 302.1	individual or small group					Watch how students keeps track of remov for strategy if needed, ask how did yo

Default sort:

1 - Numeracy strand; 2 - Construct/level; 3-KNR Number

KNP Numbers without prefix – allows for sorting all forward and backward number words and activities together.

203.1

5 203.1

All low-level activities are grouped together by strand.

295

5295.0

5 207

Structuring	0 RED	intermediate structures to five	identify regular spatial patterns to 6 and write the corresponding numeral	Flash* a regular dot pattern with 4 dots and ask student "Write the number that says how many dots.". Repeat for other dot patterns to 6. Note if student immediately recognizes the pattern or needs to count the dots.	small group			The large 6 inch foam dice work will for student to be able to immediately know needing to count th
Structuring	0 RED	intermediate structures to five	recognize regular dot patterns to 6	Flash* a card showing 4 dots arranged in a regular dice pattern. Ask how many dots. Repeat with other regular patterns in range 1 to 6.	various			Regular pattern dot cards can be made paper plates or index cards in regular di addition to dot cards, other images so frames can be used. The goal is for stu the dots. If the dot patterns are new f time to see, count, and possib
					ass	lumeracyProject		

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		F2	2 v (* <i>f</i> *	11" x 17"		e counters			
	А	В	С	81/2x14		F		G	Н
1	KNP # no prefix	KNP# with prefix	Kentucky Common Core / Standard (KCAS) (*see glossary)	0.5 × 14 0 1/2×13 8.5° × 13° 8 1/4×13 8.25° × 13°		Setting (situation & material	s)	Activities: Exemplary Learning Experiences (*see glossary)	Numeracy Strand (from AVMR)
2	301.1	A 301.1	K.CC 5 Count* to answer "F questions about as many as arranged in a line, a rectang or a circle or as many as 10 scattered configuration; number from 1-20, count ou objects.	8 1/8x13 1/4 8.12" x 13.25" 8x13 8" x 13" 8 1/2x11 8.5" x 11" 5 1/2x8 1/2 5.5" x 8.5"	1	1 set of red and 1 set blue counters	of	Given a collection of 2-20 counters, some red and some blue. Have the student tell "how many" altogether. Note the first addend should be greater than the second addend.	Addition & Subtraction
2	302.1	A 302.1	K.OA 1 Represent addit subtraction with objects, mental images, drawings, so claps), acting out situatio explanations, expressio equations.	A3 11.69" x 16.54" A4 8.27" x 11.69" A5 5.83" x 8.27" B4 10.12" x 14.33" B5 7.17" x 10.12"		same color counters		Display 3-10 counters of the same color then take away 1- 4 counters, student tells how many are left.	Addition & Subtraction





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Γ	Cent	rucky Center for Mathematics; Kentucky Num	eracy	Project		
KNP # no profit	KNP# with and!	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)
207	0.102 c	K.OA.1 Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, verbal explanations, expressions or equations.	Operations and Algebraic Thinking	Understand addition as putting together and subtraction as taking apart and taking from	dot die 1 to 6, writing space	Have students take turns rolling the die. The students who are not rolling must quickly write the numeral that matches the quantity. For example, if the student rolls the side with 3 dots, then the remaining students race to write the numeral "3". The person who rolled the die (or the teacher) is the person in charge of judging the winner of the round. The game should continue until someone wins at least 5 rounds.



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		KNP * no prefix	KNP# with prefix	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	Setting (situation & materials)	Activities: Exemplary Learning Experiences ("see glossary)	Numeracy Strand	Construct/Level (from AVMR)	Numeracy	Paste <u>Sp</u> Insert Delete Clear Co	oecial ontents Cells
										<u>L</u> ide	Width
m 		268.1	S 268.1	K.OA.2 Solve addition and subtraction word problems, and add and subtract within 10, e.g., by using objects or drawings to represent the problem.	dot cards, 2 each of 1, 2 and 3 (see link); die with numerals 2, 3, 4, 4, 5, 5)	Place cards face up on table. The first student rolls the die to find the target number. Then first student chooses a card to be first addend. The other student chooses a card that will go with the first addend to make the target number. Replace dot cards with numeral cards as students near proficiency. Students switch rolls.	Structuring	0 to 1RED	facile structures to five	tell how mu more is need	Ich Stude ed. ma

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	KNP # no prefix	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)	"I CAH" (*see glossary)	Assessment for Learning (*see glossary)	Student Grouping	Video Link
207	\$ 207.0	K.OA. 1 Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, verbal explanations, expressions or equations.	dot die 1 to 6, writing space	Have students take turns rolling the die. The students who are not rolling must quickly write the numeral that matches the quantity. For example, if the student rolls the side with 3 dots, then the remaining students race to write the numeral "3". The person who rolled the die (or the teacher) is the person in charge of judging the winner of the round. The game should continue until someone wins at least 5 rounds.	identify regular spatial patterns to 6 and write the corresponding numeral	Flash" a regular dot pattern with 4 dots and ask student "Write the number that say how many dots.". Repeat fo other dot patterns to 6. No if student immediately recognizes the pattern o needs to count the dots.	a distant in	Atlan proc
5 205 A	3	K-OA.1 Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g. claps), cting out situations, verbal explanations, expressions or equations.	regular pattern dot cards to 6	Flashed images: Flash* a dot card. Ask "what do you see?" ("How many dots?" If needed, flash card again.	or recognize regular dot patterns to t	Flash* a card showing 4 arranged in a regular pattern. Ask how many Repeat with other re patterns in range 1 t	dots dice dots. gular to 6.	various

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207	S 207.0	K.OA.1 Represent addit subtraction with objects, mental images, drawings, s claps), acting out situatio explanations, expressions or		8.7 × 14 8 1/2x13 8.5" × 13" 8 1/4x13 8.25" × 13" 8 1/8x13 1/4 8.12" × 13.25" 8x13 8" × 13" 8 1/2x11 8.5" × 11" 5 1/2x8 1/2 5.5" × 8.5"		dot die 1 t sp	to 6, writing bace	Have students tak The students who quickly write the nu quantity. For exan the side with 3 do students race to wri person who rolled th the person in charg of the round. The until someone wi	e turns rollin o are not rol imeral that r ople, if the s ts, then the te the nume te die (or the game shoul ins at least s	ng the die. ling must matches the student rolls remaining ral "3". The e teacher) is g the winner d continue 5 rounds.	Structuring	0 RED	intermediate structures to five	regu patter wr corro n
295	S 295.0	K.OA.1 Represent addit subtraction with objects, mental images, drawings, s claps), acting out situatio explanations, expressions or		A3 11.69" x 16.54" A4 8.27" x 11.69" A5 5.83" x 8.27" B4 10.12" x 14.33" B5 7.17" x 10.12"		gular patte	rn dot cards to 6	Flashed images: I "what do you see?" needed, fla	Flash* a dot or "How ma ash card aga	card. Ask ny dots?" If .in.	Structuring	0 RED	ermediate structures to five	I reg pati



171 171 Image: state instruction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, verbal explanations, expressions or equations. Image: state instruction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, verbal explanations, expressions or equations. Image: state instruction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, verbal explanations, expressions or equations. Image: state instruction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, verbal explanations, expressions or equations. Image: regular pattern dot clarks to 6 Image: state instruction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, verbal explanations, expressions or equations. Image: regular pattern dot clarks to 6 Image: state instruction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, expressions or equations. Image: state instruction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, expressions or equations. Image: regular pattern dot clarks to 6 Image: state image: regular distruction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, expressions or equations. Image: regular distruction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, expressions or equations. Image: regular distruction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, expressions or equations. Image: regular distruction with objects, fingers, mental images, drawings, sounds (fingers, mental images, drawings, sounds (fingers, mental images, drawin	m 	D	207	S 207.0	and subtraction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, verbal explanations, expressions or equations.	Operations and Algebraic Th	Understand addition as putting to subtraction as taking apart and t	dot die 1 to 6, writing space	quickly write the quar student roll: the remainin numeral "3". die (or the charge of round. The y someone	Where: FH305-2-p Comment: Print range © <u>All</u> © Page(: Erom: 1 Print what © Selection	155 🛨	To: 1	.55) 🔶
	- - - - - - - - - - - - - - - - - - -	1	295	S 295.0	K. DA. 1 Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, verbal explanations, expressions or equations.	Operations and Algebraic Thinking	Understand addition as putting together and subtraction as taking apart and taking from	regular pattern dot cards to 6	Flashed ima_ "what do y dots?" If ne	Active sheet(s) Ignore print areas Preview ou see?" or "How many eeded, flash card again.	C Tab	o RE Internation	regular de patterns to

Title Page Intervention Guide Glossary Color Codes References

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	KNP # no prefix	Kentucky Common (Academic Standard (K (*see glossary)	Core (CAS)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)	Numeracy Strand	Construct/Level	from AVMR) Numeracy Target	(from AVMR)	"I CAN" (*see glossary)	Assessment for Learning (*see glossary)	tudent Groupling	ideo Link	rint Link	iteractive lebsite	eference	Teacher Notes
207	\$ 207,0	K.OA.1 Represent additi and subtraction with obje fingers, mental images drawings, sounds (e.g. claps), acting out situation verbal explanations, expressions or equations.	on cts,	Understand addition as putting together	and subtraction as taking apart and taking from	dot die 1 to 6, writing space	Have students take turns rolling the die. The students who are not rolling must quickly write the numeral that matches the quantity. For example, if the student rolls the side with 3 dots, then the remaining students race to write the numeral "3". The person who rolled the die (or the teacher) is the person in charge of judging the winner of the round. The game should continue until someone wins at least 5 rounds.	Structuring	0 RED	1	intermediate structures to five	identify regular spatial patterns to 6 and write the corresponding numeral	Flash* a regular dot pattern with 4 dots and ask student "Write the number that says how many dots.". Repeat for other dot patterns to 6. Note if student immediately recognizes the pattern or needs to count the dots.	small group		6		<u>«</u>]	The large 6 inch foam dice work will for this activity. The goal is for student to be able to immediately know the number of dots without needing to count the dots.
\$ 295.0	x anx cla	COA.1 Represent addition d subtraction with objects, fingers, mental images, drawings, sounds (e.g. po), acting out situations, verbal explanations, xpressions or equations.	Operations and Algebraic Thinking	Understand addition as putting together and subtraction as taking apart and taking	from	egular pattern dot , cards to 6	Flashed images: Flash* a dot card. Ask what do you see?" or "How many dots?" If needed, flash card again.	Structuring	0 RED	intermediate structures to film	intermediate structures to five	recognize regular dot patterns to 6	Flash" a card showing 4 dots arranged in a regular dice pattern. Ask how many dots. Repeat with other regular patterns in range 1 to 6.	various					Regular pattern dot cards can be made by placing sticker dots on paper plates or index cards in regular dice pattern arrangements. In addition to dot cards, other images such as finger patterns or 5 frames can be used. The goal is for students to be able to subitze" the dots. the dot patterns are new for a student, allow student time to see, count, and possibly touch, the dots.



Word version of the Kentucky Numeracy Project Intervention Guide - revised

Return to KNI

Default sort: KNP Number with Prefix

A 301.0

Kentucky Common Core Academic Standard: K.CC 5 Count questions about as many as 20 things arranged in a line, a rec many as 10 things in a scattered configuration; given a number many objects.

KCAS Domain: Counting and Cardinality

KCAS Cluster: Count to tell the number of objects



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5213.1

Kentucky Common Core Academic Standard: K.OA.2 Solve addition and subtraction word problems, and add and subtract within 10, e.g., by using objects or drawings to represent the problem.

KCAS Domain: Operations and Algebraic Thinking

KCAS Cluster: Understand addition as putting together & adding to, subtraction as taking apart & taking from

Setting (situation & materials): 6X7 Four in a Row board with numbers 0-5 (see link), cube with numerals 0-5

Activity: Make 5 Four in a row: Students roll a die, place a marker (counter, bean, etc.) on the number that goes with it to make 5. Ex., if the student rolls a 4, they mark a 1 on the board. (Teacher could also use a dot die 0-5) Play until someone has 4 in a row.

Numeracy Strand (from AVMR): Structuring

Construct Level (from AVMR): 0 to 1 RED

Numeracy Target (from AVMR): facile structures to five

"I CAN": identify the number needed to make 5.

Assessment for Learning: Ask student "tell me two numbers that go together to make 5."

Student Grouping: individual / small group / partners / whole class

For the following hyperlink(s) please copy and paste the URL into your internet browser: **Video Link:**

Print Link: http://www.kymath.org/intervention/doc/NumeracyProject/S_213-1.pdf Website Link:

Reference (see IG spreadsheet): 18

Teacher Notes: Alternate link





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S 213.1

Kentucky Common Core Academic Standard: K.OA.2 Solve addition and subtraction word problems, and add and subtract within 10, e.g., by using objects or drawings to represent the problem.

KCAS Domain: Operations and Algebraic Thinking

KCAS Cluster: Understand addition as putting together & adding to, subtraction as taking apart & taking from

Setting (situation & materials): 6X7 Four in a Row board with numbers 0-5 (see link), cube with numerals 0-5

Activity: Make 5 Four in a row: Students roll a die, place a marker (counter, bean, etc.) on

problem.



KCAS Domain: Operations and Algebraic Thinking

Teacher Notes: Alternate link





Tools for Structuring







Double 10 frames





Cards showing a pair of 10 frames already filled in

Laying two 10 frames next to each other

Fingers



Partners can work together to quantities up to 20



•Sometimes called a "mathrack" or "rekenrek"

•Come in a variety of configurations









Rekenrek



Most bead racks are arranged in rows of 10 beads.

Each row of 10 has 5 beads in one color, 5 in another.



We "read" a math rack by looking at the beads on the left.



This rack shows 6 beads with 4 leftover



This rack shows 13 beads (10 on top and 3 on bottom)

There are 7 leftover



Materials: •Sewing elastic (either 1/8 or ¼ inch wide) •Plastic pony beads in two colors (your choice of colors)

Directions: Thread beads onto elastic, cut elastic to fit and tie elastic to form a loop. Stretch loop(s) around a student dry erase board.
S 295 Task group

	KNP ENTRY	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS	Cluster	Setting (situation & materials)	Act	ivities: Exemplary Learning Experiences (*see glossary)		Numeracy	Construct/L	Numeracy	"I CAN" (*see glossary)	Assessment for Learning (*see glossary)	Student Grouping	
295	S 295.0	K.OA.1 Represent addition and subtraction with	Operations and Algebraic	Understand addition as	putting	regular pattern dot cards to 6	Flashed "what do	d images: Flash* a dot card. As you see?" or "How many dots?" needed, flash card again.	k ' If	Structuring	0 RED	intermediate	recognize regular dot patterns to 6	Flash* a card showing 4 dots arranged in a regular dice pattern.	various	
295.1	S 295.1	K.OA.1 Represent addition and subtraction with objects_fingers	Operations and Algebraic	Understand addition as	putting	dot cards showing up o 5 dots in either 1 or 2	Flashed "How ma about a	d images: Flash* a dot card. As any dots?" When appropriate, a ny groups visible in the card. F a if flashing a 1 & 3 domino a	k ask or sk	Structuring	o ta IneD	facile	subitize* quantities to 5	Flash* a dot card with 2 red dots and 3 blue dots. Ask student "How many dots?"	various	
295.2	S 295.2	K.OA.2 Solve addition and subtraction word	Operations and Algebraic	Understand addition as	putting	dot card: showing 5 to 10 dots in a	Flashed many?" v groups vi	images: Flash [*] a card. Ask "Ho When appropriate, ask about a isible on the card. For example	ow ny , if	Structuring	1 th 2 BI LIF	intermediate	recognize quantities up to 10 shown aither five	Hold up 7 fingers (5 on one hand, 2 on other) for 2-3 seconds. Ask	various	
295.3	S 295.3	K.OA.2 Solve addition and subtraction word	Operations and Algebraic	Understand addition as	putting	dot cards showing up to 10 dots in oither 1 or 1	Flashed many?" v groups vi	images: Flash* a card. Ask "Ho When appropriate, ask about a isible on the card. For example	ow ny , if	Structuring	Z tu S Cherk	facile	quickly determine the number of dots in a	Flash* a domino with 6 and 2 dots. Ask student "What do you	various	
295.4	S 295.4	1.OA.6 Add and subtract within 20, demonstrate fluency	Operations and Algebraic	Add and subtract	within 20	double 10 frame or twenty frame	Flashed student dots. If	images: Flash* a frame card. A t to say (or write) the number o desired, ask about the number	sk of of	Structuring	3 to 4	intermediate	recognize quantities 11 to 20 shown in	Use a double bead rack*, flash* 14 (shown as 7 & 7). Ask	various	
295.5	S 295.5	2.0A.2. Fluently add and subtract within 20 using mental strategies 2 Ry end of	Operation & Algebraic	Add and subtract	within 20	10 frames (1 to 10 - 2 each, see link) or bead rack*	Flashed in a cover. Askisti pumber	mages: Place two 10 frames un Briefly lift cover to show the pa udent to say (or write) the tota f dots and the number of cots	de air. I	Structuring	4 to 5 PINK	facile	fluently add two sets of dots or beads when each set	Using a double bead rack*, flash 14 (shown as 8 and 6). Ask student "What do you	various	

AVMR Levels and Folders

KNP Entry	Level	Folder Color	Numeracy Target
S 295.0	0	PED	structures to five
S 295.1	0 to 1	NED	structures to rive
S 295.2	1 to 2	BLUE	
S 295.3	2 to 3	GREEN	structures to ten
S 295.4	3 to 4	PURPLE	structures
S 295.5	4 to 5	PINK	to twenty

KNP Entry	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)	Numeracy Strand	Construct/Level	Numeracy Target	"I CAN" (*see glossary)	Assessment for Learning (*see glossary)	Student Grouping	
2,262 S	K.OA.2 Solve addition and subtraction word problems, and add and subtract within 10, e.g., by using objects or drawings to represent the problem.	Operations and Algebraic Thinking	Understand addition as putting together & adding to, subtraction as taking apart & taking from	dot cards showing up to 10 dots in either 1 or 2 colors, dominoes with sums up to 10 and/or 10 frame cards (see link)	Flashed images: Flash* a card. Ask "How many?" When appropriate, ask about any groups visible on the card. For example, if flashing a card with 4 blue dots and 3 green dots, ask student "How many dots? What groups did you see?" If needed, flash card again. If using a 10 frame card, ask also "How many empty squares?" or "How many more to make 10?"	Structuring	2 to 3 GREEN	facile structures to terr	quickly determine the number of dots in a flashed image with up to 10 dots	Flash* a domino with 6 and 2 dots. Ask student "What do you see?" If needed, prompt student to sta e the total and the amounts on each side. Repeat with the 3&4 domino. If desired, continue with other dominos or with dot cards.	various	
	1.OA.6 Add and subtract within 20, demonstrate fluency									Use a double bead		



ning	Numeracy	Construct/L	Numeracy	"I CAN" (*see glossary)	Assessment for Learning (*see glossary)	Student Grouping	Video Link	Print Link	li teractive Vebsite	Reference	Teacher Notes
Ask "How about any xample, if nd 3 green ots? What flash card , ask also How many	Structuring	2 to 3 GREEN	facile structures to ten	quickly determine the number of dots in a flashed image with up to 10 dots	Flash* a domino with 6 and 2 dots. Ask student "What do you see?" If needed, prompt student to state the total and the amounts on each side. Repeat with the 3&4 domino. If desired, continue with other dominos or with dot cards.	various		http://teachmath.openschoolnetwork.ca/Subitizing.htm	http://www.dreambox.com/teachertools-quick-images		Printables and examples of dot cards are available using the print link. Dot cards can be made by placing sticker dots on index cards of paper plates. In addition to dot cards, other images such as 10 frames & finger patterns can be used. The goal is for student to subtize* sub-groups and then determine the whole without counting by ones. At this point, students should be linking to and building on the standard structures (i.e. doubles and five-wise) that they learned in entry 294.2. For example, if student is flashed the dom no with 4 & 3, a student should immediately recognize the "4" and 3". The student might reason, "since 3 and 3 is 6, this is 7 in all". Similarly, if a student is flashed the domino 6 & 2, the student night reason "I know 5& 3 is 8 so that is 9." The interactive website link is to the Dreambox teacher tools. There you can use th "Quick images" lesson "Numbergram from 4 to 10" to show a viriety of dot patterns to 10 using a projector. Also, the website hosted by the Freudenthal institute (see the interactive website link for S 294.2) has a dice activity and an egg carton activity that children can play.
aand Ack		V	00	recognize	Use a double head			>1 -1 -		1	The interactive website link is to the Dreambay teacher tools

Dreambox Teacher Tools Lesson: Numbergram 4 to 10

Questions

- •What do you see?
- •How many dots?
- •How many blue dots?
- •How many orange dots?
- •How did you figure it out?



Dreambox Teacher Tools Lesson: 10 frame 4 to 10

Questions

- •What do you see?
- •How many dots?
- •How many in the top row?
- •How many in the bottom row?

•Show me what you see on your fingers? How many fingers on your right hand? On your left?

•How many are empty? How many more to make 10?



KND Fatry		Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)	Numeracy Strand	Construct/Level	Numeracy Target	"I CAN" (*see glossary)	Assessment for Learning (*see glossary)	Student Grouping	
295.4	S 295.4	1.OA.6 Add and subtract within 20, demonstrate fluency for addition and subtraction with 10. Use strategies such as counting on; making ten (e.g. 8+6=8+2+4=10+4=14); decomposing a number leading to a ten (e.g. 13-4=13-3- 1=10-1=9); use the relationship between addition and subtraction (e.g. know that 8 + 4 = 12, one knows 12 - 8 =	Operations and Algebraic Thinking	Add and subtract within 20	double 10 frame or twenty frame cards (see link) showing up to 20 dots in a pair-wise* or ten-wise* arrangement or a double bead rack*	Flashed images: Flash* a frame card. Ask student to say (or write) the number of dots. If desired, ask about the number of dots on each row. Alternatively, quantities may be shown a bead rack with two rows of 10. Flash quantities shown with 10 on the top or with equal amounts on both rows. If needed, flash card again.	Structuring	3 to 4 PURPLE	intermediate structures to twenty	recognize quantities 11 to 20 shown in either a ten- wise or pair- wise structure	Ise a double bead lack*, flash* 14 (shown as 7 & 7). Ask student "What do you see?" If needed, prompt student to state the total and the amounts on each row. Similarly, show 16 (shown as 10 & 6) and show 18 (shown as 9&9). Continue with other amounts.	various	
						Flashed images: Place two 10 frames under					Using a double boad		



ning	Numeracy Strand	Construct/Level	Numeracy Target	"I CAN" (*see glossary)	Assessment for Learning (*see glossary)	Student Grouping	Video Link	Print Link	Interactive Website	Reference	Teacher Notes	
ard. Ask mber of umber of uantities to rows of 0 on the h rows. If	Structuring	3 to 4 PURPLE	intermediate structures to twenty	recognize quantities 11 to 20 shown in either a ten- wise or pair- wise structure	Use a double bead rack*, flash* 14 (shown as 7 & 7). Ask student "What do you see?" If needed, prompt student to state the total and the amounts on each row. Similarly, show 16 (shown as 10 & 6) and show 18 (shown as 9&9). Continue with other amounts.	various		http://www.kymath.org/intervention/doc/NumeracyProj ect/S295-4.pdf	http://www.dreambox.com/teachertools-quick-images		The interactive website link is to the Dreambox teacher tools. There you can use the "Quick images" lessons "Ten frame from 11 to 20"; "One-Wire Mathrack from 4 to 10"; "Two-Wire Mathrack from 11 to 20" and "Two-Wire Mathrack from 4 to 20 (displayed as doubles)" to show a variety of 10+ and pair-wise images using a projector. Also, the website hosted by the Freudenthal institute (see the interactive website link for S 294.2)has a beadrack to 20 activity that children can play. To use a virtual beadrack where the user determines the amount shown, use the interactive website link for activity S 295.5.	
nes under									-			Ĺ

If students are working on a headrack without a teacher, the

Dreambox Teacher Tools Lesson: 10 frame from 11 to 20



Dreambox Teacher Tools Lesson: Two-wire mathrack from 11 to 20 Cindy Full row of 10 on top Hide Card Show Card d b Red and white five-wise structure of 7 11 12 20 15 19 13 14 16 17 18

Dreambox Teacher Tools

Lesson: Two-wire mathrack from 4 to 20 (displayed as doubles)



Dreambox Teacher Tools Lesson: Two-wire mathrack from 4 to 20 (displayed as doubles)



KNP	Entry	Kentucky Common Core Academic Standard (KCAS)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)	Numerac	Constru	Numerac	"I CAN" (*see glossary)	Assessment for Learning (*see glossary)	Student Groupin	Video
295.5	S 295.5	2.OA.2. Fluently add and subtract within 20 using mental strategies.2 By end of Grade 2, know from memory all sums of two one-digit numbers.	Operation & Algebraic Thinking	Add and subtract within 20	10 frames (1 to 10 - 2 each, see link) or bead rack* with 2 rows of 10 beads	Flashed images: Place two 10 frames under a covers. Briefly lift cover to show the pair. Ask student to say (or write) the total number of dots and the number of dots on each card. Ask students how they determined the total. Look for strategies that use known facts and reasoning using groups. For example, suppose a pair of 10 frames is shown with 8 dots on one and 6 on the other. A student might reason "If I move one from the 8 to the 6 it's the same as 7+7 which is 14." Or a student might reason "It's like adding 10 +6 (which is 16) but two less. So it's 14." If student struggles or asks to see card again, flash the pair of cards again. Alternatively, sums may be shown by placing each quantity on a row of a double bead rack.	Christmann	4 to 5 PINK	facile structures to twenty	fluently add two sets of dots or beads when each set is 10 or less.	Using a double bead rack*, flash 14 (shown as 8 and 6). Ask Atudent "What do you see?" If needed, prompt student to state the total and the amounts on each row. Repeat showing 17 (as 9 & 3) and 13 (shown as 5 and 8). If desiled, continue with other amounts. Look for explanations that show student is not counting by ones to determine the total.	various	

Structuring

Flashed Sums to 20

I can fluently add two sets of dots or beads when each set is 10 or less.

S 295.5

Flashed images: Place two 10 frames under a covers. Briefly lift cover to show the pair. Ask student to say (or write) the total number of dots and the number of dots on each card. Ask students how they determined the total. Look for strategies that use known facts and reasoning using groups. For example, suppose a pair of 10 frames is shown with 8 dots on one and 6 on the other. A student might reason "If I move one from the 8 to the 6 it's the same as 7+7 which is 14." Or a student might reason "It's like adding 10+6 (which is 16) but two less. So it's 14." If student struggles or asks to see reason its the outing to recent any out on test so its in, in subtrivial ogges of and to the card again, flash the pair of cards again. Alternatively, sums may be shown by placing each quantity









Show the pair of 10 frames briefly, then screen.

What did you see? How many dots? How much on each card? How did you figure that out? Is there another way to figure that out?



Flash pair of cards briefly Prompt for multiple ways to solve



"I counted... 9, 10, 11, 12:

"You could move 2 from the 4 to the 8. Then it's 10 and 2...that's 12."

Look for non-counting strategies



"You can put the 5 and 5 together and then there's one more... it's 11"

ing	Numeracy	Construct/L	Numeracy	"I CAN" (*see glossary)	Assessment for Learning (*see glossary)	Student Grouping	Video Link	Print Link	Inte-active Web.ite	P former	raerence	Teacher Notes
es under the pair. e total f dots on they rategies ng using air of 10 ne and 6 uson "If I the same t might ch is 16) udent in, flash ely, sums ntity on a	Structuring	4 to 5 PINK	facile structures to twenty	fluently add two sets of dots or beads when each set is 10 or less.	Using a double bead rack*, flash 14 (shown as 8 and 6). Ask student "What do you see?" If needed, prompt student to state the total and the amounts on each row. Repeat showing 17 (as 9 & 8) and 13 (shown as 5 and 8). If desired, continue with other amounts. Look for explanations that show student is not counting by ones to determine the total.	various		ittp://www.kymath.org/intervention/doc/NumeracyProject/S295- <u>5.pdf</u>	http://www.ronblond.com/MathGlossary/Division01/Rekenrek/R			If students are working on a beadrack without a teacher, the students can use a 0 to 9 die to determine how many beads to place on each row. If the teacher is generating the tasks, the teacher can choise problems to bring out specific ideas (such as adding through 10 or near doubles). The teacher should invite students to share multiple strategies for working out each problem. If using the beacrack, the student or teacher can move beads to help illustrate a st ategy. The interactive website link is for a virtual bead rack. With this beadrack, the teacher can control the number of rows (up to 10 rows) and the amount on each row. Click on the beads or enter an number in the box to move beads on the rack. The matching numeral can be shown by clicking "show amount" or turned off by clicking "hide amount". Click "hide all" to hide the beads of the row. When hidden, click "subitize" to briefly show the row. A minor drawback is that the subitize appears to work for only one row at a time. However, the webpage can be minimized to "screen" rack.
10 11			1					12	1			

Virtual Rekenrek (Beadrack)

Choose number of wires



Virtual Rekenrek (Bead Rack)



Possible solutions:

I imagined moving a bead from the bottom to the top. That's 10 + 5 which is 15.

It's like 10 + 6 but it's one less so it's 15.

I saw 10 red beads and 5 white beads so that's 15.

S 295



Task group 267

KNP Entry	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)	Numeracy
S 267.0	K.OA.1 Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, veral	Operations and Algebraic	Understand addition as	fingers	Finger patterns: Teacher will say "Show me 5 fingers." Repeat for other quantities 1 to 5. Students may initially need to look at fingers or raise fingers sequentially. Teacher may ask students to make a fist between each pattern. Teacher may	
S 267.1	K.OA.3 Decompose numbers less than or equal to 10 into pairs in more than one way, e.g., by using objects or drawings, and record each	Operations and Algebraic	Vinde Instand addition as	fingers	Filger patterns: Teacher will say "Show me 5 fingers. Show me 4 fingers. How many fingers are up? How many fingers are down?" If needed, clarify that the question refers to the fingers on one hand only. Continue with other quantities to 5.	
S 267.2	K.OA.3 Decompose numbers less than or equal to 10 into pairs in more than one way, e.g., by using objects or drawings and record each	Operations and Algebraic	Understand addition as	fingers	Finger patterns: Teacher will say "Show me 6 fingers. How many fingers did you put on your right hand? On your left?" Repeat for quantities 6 to 10. After student are confident, teacher may ask students to place their bands above their	
S 267.3	K.OA.3 Decompose numbers less than or equal to 10 into pairs in more than one way, e.g., by using objects or drawings, and record each	Operations and Algebraic	Understand addition as	fingers	Finger Patterns: Teacher will say: "Put 3 fingers up on each hand. How many fingers do you have up in all?" Repeat for all dout les to 10 until students can answer quickly without counting. After students are confident, teacher will say "Show	
S 267.4	1.OA.6 Add and subtract within 20, demonstrate fluency for addition and subtraction with 10. Use strategies such as counting on: making ten (e.g.	Operations and Algebraic	Add and subtract	fingers	Finger patterns: Students work in a pairs. The teacher (or a student) will say a number in the range 6 to 10. Both students make that number on their fingers using a 5-wise arrangement. The students put together their "5" hands (to	
S 267.5	1.OA.6 Add and subtract within 20, demonstrate fluency for addition and subtraction with 10. Use strategies such as counting on: making ten (e.g.	Operations and Algebraic	Add and subtract	fingers	Finger patterns: Students work in pairs. The teacher (or a student) gives a target sum in the range 11 to 15. Students work together to put up that many fingers in all. Student say or write the related addition sentence. The teacher may add	

Finger Patterns

Kids can "create" the quantity in an instant!





KNP Entry	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)	Numeracy	Construct	h'umeracy	"I CAN" (*see glossary)	Assessment for Learning	Student Grouping	Video Link	Print Link	Interactive Website	
S 267.0	K.OA.1 Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, verbal explanations, expressions or equations.	Operations and Algebraic Thinking	Understand addittion as putting together and subtraction as taking apart and taking from	fingers	Finger patterns: Teacher will say "Show me 5 fingers." Repeat for other quantities 1 to 5. Students may initially need to look at fingers or raise fingers sequentially. Teacher may asl students to make a fist between each pattern. Teacher may ask students to place their bands above their heads (to prevent students from counting their fingers). Teacher might encourage students to raise fingers simultaneously by saying things like "Cuick as you can, show me". Teacher may ask students to use their other hand.	Structuring	0 to 1 RED	intermediate structures to five	quickly show 1 to 5 fingers on one hand.	Say to student "Put your hand on your head. Quickly, show me 3." Repeat for other quantities 1 to 5.	independent / group / whole dass				This a a peri initial ra Activ s simul th
S 267.1	K.OA.3 Decompose numbers less than or equal to 10 into pairs in more than one way, e.g., by using objects or drawings, and record each decomposition by a drawing or equation (e.g., 5 = 2 + 3 and 5 = 4 + 1)	Operations and Algebraic Thinking	Understand addition as putting together or adding to, subtraction as taking apart or	fingers	Finger patterns: Teacher will say "Show me 5 fingers. Show me 4 fingers. How many fingers are up? How many fingers are down " If needed, clarify that the question refers to the fingers on one hand only. Continue with other quantities to 5. Teacher may alternatively ask "How many needed to make 5?". After students can answer quickly and without counting, ask student to hold his/her hand above his/her head while answering.	Structuring	0 to 1 RED	facile structures to five	determine what goes with a number (1 to 5) to make 5.	Say to student "Put your hand on your head. Show me 2. How many fingers are down?" Repeat for other quantities 1 to 5.	independent / group / whole dass				TI stude shou days an

KNP Entry	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)	Numeracy	Construct	Numeracy	"I CAN" ("see glossary)	Assessment for Learning	Student Video Link	Print Link Interactive	Teacher Notes
S 267.2	K.OA.3 Decompose numbers less than or equal to 10 into pairs in more than one way, e.g., by using objects or drawings, and record each deco draw (e.g	has and Algebraic Thinking	idition as putting together or action as taking apart or taking	fingers	Finger patterns: Teacher will say "Show me 6 fingers. How many fingers did you put on your right hand? On your left?" Repeat for quantities 6 to 10. After student are confident, teacher may ask ts to place their hands ve their heads while oing the activity.	Structuring		intermediate structures to ten	show 6 to 10 on my fingers.	Say to student "Put your nands on your head. Quickly, show me 7. Now, show me 7. Repeat for quaritities up to 10.	independent / group / whole dass		This activity should be do period of weeks after stu- facile with 267.1. Stude initially need to look at f raise fingers sequent Encourage students to "th finger patterns without co saying things like "show or "quick, put up fing students are showing oth five-wise arrangeme acknowledge their correct prompt for another way.
	K.OA				Patterns: Teacher will "Put 3 fingers up on					THE ALL	5		his activity should be do

KNP Entry	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)	Numeracy	Construct	Numeracy	"I CAN" (*see glossary)	Assessment for Learning	Student Video Link	Print Link	Interactive	Teacher Notes
S 267.3	K.OA.3 Decompose numbers less than or equal to 10 into pairs in more than one way, e.g., by using objects or drawings, and record each decomposition by a drawing or equation (e.g., 5 = 2 + 3 and 5 = 4 + 1).	Operations and Algebraic Thinking	nderstand addition as putting together or adding to, subtraction as taking apart or taking from	fingers	Finger Patterns: Teacher will say: "Put 3 fingers up on each hand. How many fingers do you have up in all?" Repeat for all doubles to 10 until students can answer quickly without counting. After students are confident, teacher will say "Show 3 fingers on each hand. Now put up one more. How many fingers in all? How many on each hand?" Repeat for other near doubles. Teacher may	Structuring	2 to 3 GREEN	facile structre to 10	show on my fingers all the ways to equal sums 6 to 10 including pairwise and five-wise.	Say to student "Put your hands on your head. Quickly, show me 8. Show me 8 a different way. Show me 6.				This activity should be do period of weeks. Studer initially need to count fi raise fingers sequentially last step, look for stud quickly show quantities us wise and pair-wise arran without counting. Non-s configurations, such as s & 2 to make 6, are cer acceptable as wel
	Pair-wise	-	M		Finder part	se A	A S	S-/-	1/	Toochar W	on	-5	sta	andard

KNP Entry	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)	Numeracy	Construct	Numeracy	"I CAN" (*see glossary)	Assessment for Learning	Student	Interactive	Teacher Notes
S 267.4	1.0A.6 Add and subtract within 20, demonstrate fluency for addition and subtraction with 10. Use strategies such as counting on; making ten (e.g. 8+6=8+2+4=10+4=14); decomposing a number leading to a	Operations and Algebraic Thinking	Add and subtract within 20	fingers	Finger patterns: Students work in a pairs. The teacher (or a student) will say a number in the range 6 to 10. Both students make that number on their fingers using a 5-wise arrangement. The students put together their "5" hands (to make 10) and their "non-5" hands (to makes a known double of 1 - total.	Structuring	3 to 4 PURPLE	Intermediate structures to twenty	determine the double of a number 6 through 10.	Teacher will say "Shov me 7. What is 7+7" Repeat for other quantities 6 to 10.	group / whole dass		Do this activity after students are proficient with creating five-wise fingers patterns and know the doubles of 1 to 5. Students should also know the 10+ structure of teens (i.e. 10+2 is 12).
	10 31		1	*						7			

Students work together to make 7+7



Working together to make 9+9

5+5 is 10 4+4 is 8 Together it's 18!



The bead rack setting supports similar thinking:

5 red and 5 red makes 10 3 white and 3 white make 8 Together it's 18!

KNP Entry	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)	Numeracy	Construct	Numeracy	"I CAN" (*see glossary)	Assessment for Learning	Student Video Link	Print Link	Interactive	Teacher Notes
S 267.5	 1.OA.6 Add and subtract within 20, demonstrate fluency for addition and subtraction with 10. Use strategies such as counting on; making ten (e.g. 8+6=8+2+4=10+4=14); decomposing a number leading to a ten (e.g. 13-4=13-3- 1=10-1=9); use the relationship between addition and subtraction (e.g. know that 8 + 4 = 12, one knows 	Operations and Algebraic Thinking	Add and subtract within 20	fingers	Finger patterns: Students work in pairs. The teacher (or a student) gives a target sum in the range 11 to 15. Students work together to put up that many fingers in all. Student say or write the related addition sentence. The teacher may add the requirement that students show the quantity as a double or near double. For example, if 15 is the number, one student would show 7 and the other student would show 8.	Structuring	4 to 5 Pink	facile structures to twenty	solve missing addend for sums to 15 (or 20).	Give a target sum of 13. Show 7 on your fingers. Ask student to show on their fingers what goes with 7 to make 13. Repeat for other targets and starting values.	group / whole dass			The range of number may be extended to 20.

"Work together to show me 14 fingers"







As an alternative, students can show the amount on a bead rack.





S 213.3

KNP # no prefix	KNP# with prefix	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)	Numeracy Strand	Construct/Level	Numeracy Target	"I CAN" (*see glossary)	Assessment for Learning (*see glossary)	Student Grouping	Video Link
213.3	S 213.3	K.OA.4 For any number from 1 to 9, find the number that makes 10 when added to the given number, e.g., by using objects or drawings, and record the answer with a drawing or equation.	Operations and Algebraic Thinking	Understand addition as putting together & adding to, subtraction as taking apart & taking from	6X7 Four in a Row board with numbers 5-10 and die with numerals 2, 3, 4, 5, 6, 7	Make 10 Four in a Row: Students roll the die and place a marker (counter, bean, piece of paper) on the number that goes with it to make 10. For example, if the student rolls a 4 they would mark a 6 on the board. Play ends when someone has 4 in a row. Students play together on one board in a group of 2-4.	Structuring	2 to 3 GREEN	facile structures to ten	identify the number needed to make 10.	Ask student "tell me two numbers that go together to make 10."	small group / partners	
		K.NBT.1 Compose and decompose numbers from 11 to		ų							¢		

S 213.3

I can identify the number needed to make 10. "Make 10" Four in a Row Choose a color. On your turn, roll the cube. Cover the number that goes with the number rolled to make 10. Get 4 in a row to win.



S 213.3

How can students figure out what goes with 7 to make 10?





Finger use: Put up 7 and think about how many fingers are down Bead rack: 7 beads are pushed over...how many are leftover?
S 213.4

KNP # no prefix	KNP# with prefix	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)	Numeracy Strand	Construct/Level	Numeracy Target	"I CAN" (*see glossary)	Assessment for Learning (*see glossary)	Student Grouping	Video Link
213.4	S 213.4	K.NBT.1 Compose and decompose numbers from 11 to 19 into ten ones and some further ones, e.g., by using objects or drawings, and record each composition or decomposition by a drawing or equation (e.g., 18 = 10 + 8); understand that these numbers are composed of ten ones and one, two, three, four, five, six, seven, eight, or nine ones.	Number Base 10	Work with numbers 11-19 to gain foundations for place value	6X7 Four in a Row board with numbers 10-19 (see link), die with numerals 0-9	Ten plus Four in a Row: Students roll the die and place a marker (counter, bean, piece of paper) on the number that is ten more than the number rolled. For example, if the student rolls a 4 they would mark a 14 on the board. Play ends when someone has 4 in a row. Students play together on one board in a group of 2-4.	Structuring	3 to 4 PURPLE	intermediate structures to twenty	use the ten- wise structure of numbers up to 20.	Flash a 20 frame card with 18 dots. Ask student "How many dots? How do you know?" Continue with other 20 frames.	small group / partners	
						Make 20 Four in a Row: Students							





Dreambox Teacher Tools



S 213.5

KNP # no prefix	KNP# with prefix	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)	Numeracy Strand	Construct/Level	Numeracy Target	"I CAN" (*see glossary)	Assessment for Learning (*see glossary)	Student Grouping	Video Link
213.5	S 213.5	2.OA.2. Fluently add and subtract within 20 using mental strategies.2 By end of Grade 2, know from memory all sums of two one-digit numbers.	Operations and Algebraic Thinking	Add and subtract within 20	6X7 Four in a Row board with numbers 10-20, 10 frames filled will 5 to 10 dots, at least 2 each (see link), counters to use as game covers	Sums to 20 Four in a Row: Each player chooses 1 color to use as a cover. On a turn, the player draws 2 10 frames randomly. The player will place a marker on the sum. Play until one player has 4 adjacent counters in any direction. Play together on one board in a group of 2-4. The frame cards should be shown only briefly then either covered or placed face down.	Structuring	4 to 5 PINK	facile structures to twenty	fluently add two sets of dots or beads when each set is 10 or less.	Briefly flash a 10 frame with 8 dots next to a 10 frame with 6 dots. Ask student "What do you see?" If needed, prompt student to state the total and the amounts on each card. Repeat showing 17 (as 9 & 8) and 13 (shown as 5 and 8). Continue with other amounts. Look for explanations that show student is not counting by ones to determine the total. If student is counting on, prompt for ways	small group / partners	



S 213.5

	Fou	r in a Rov	v (10 to 2	0)		
11	15	17	16	14	18	
12	16	18	14	20	17	
15	13	15	12	18	15	
19	17	15	17	14	11	
11	10	17	16	19	13	
16	16	15	20	17	19	
13	16	14	10	13	12	





S213 Task Group

I printed the page from the word version of the intervention guide to place on the back







KNP Entry	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)
S 214.3	K.OA.4 For any number from 1 to 9, find the number that makes 10 when added to the given number, e.g., by using objects or drawings, and record the answer with a drawing or equation.	Operations and Algebraic Thinking	Understand addition as putting together & adding to, subtraction as taking apart & taking from	numeral cards 1-5, at least 4 each	Top It: Evenly split cards between or among students. Students turn over two cards from their deck and determine the sum. The student with the larger sum collects the cards and explains how they combined quantities.

Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)	Numeracy Strand (from AVMR)	Construct/Level (from AVMR)	Numeracy Target	"I CAN" (*see glossary)	Assessment for Learning	Student Grouping
numeral cards 1-5, at least 4 each	Top It: Evenly split cards between or among students. Students turn over two cards from their deck and determine the sum. The student with the larger sum collects the cards and explains how they combined quantities.	Structuring	2 to 3 GREEN	facile structures to ter-	I can add quantities to 10 without always counting on by ones. I can explain how I combined two quantities.	Show numeral card pairs - 3 and 5, 4 and 4, 3 and to the students and have them write the sum of the pairs	small group / partners

Assessment for Learning	udent Grouping	ideo Link	rint Link	teractive Website	eference	Teacher Notes
Show numeral card pairs - 3 and 5, 4 and 4, 3 and 3 to the students and have them write the sum of the pairs	small group / partners		Numeral Cards and 5 frames 0 to 5	Ir	R	Initially 5 frame cards may be used by themselves or mixed in with the numeral cards.



Be sure to print at least 4 copies

I can add quantities to I O without always counting on by ones and I can explain how I worked out my answer!

Materialis numeral cards 1-6 (at least 4 each)

Directions:

- 1. Deal all the cards evenly to everyone.
- 2. Turn over 2 cards from your deck.
- 3. Add the 2 numbers together.
- 4. Tell your partner how you worked out your answer.
- 5. The player with the greatest number takes all the cards.
- 6. Take turns.



w/5-frame cards



"How many do you have altogether?"

w/numeral cards

"Who has more?"

"How did you work it out?"

Numeral card and dot card combination to support counting on

Dot cards arranged as 5+ combinations

•

3



KNP Entry	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)
S 214.4	1.0A.6. Add and subtract within 20, demonstrating fluency for addition and subtraction within [20]. ()	Operations and Algebraic Thinking	Add and subtract within 20	ten grid cards (From Great Source) or 10 frame cards (see link)	Top It: Students use ten frame cards to begin mentally combining quantities without counting by ones. Divide a deck of cards between or among students. Students turn over two cards from their deck and determine the sum. The student with the larger sum collects the cards and explains how they combined quantities.

emic	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)	Numeracy Strand (from AVMR)	Construct/Level (from AVMR)	Numeracy Target (from AVMR)	"I CAN" (*see glossary)	,
in 20, ition ()	Operations and Algebraic Thinking	Add and subtract within 20	ten grid cards (From Great Source) or 10 frame cards (see link)	Top It: Students use ten frame cards to begin mentally combining quantities without counting by ones. Divide a deck of cards between or among students. Students turn over two cards from their deck and determine the sum. The student with the larger sum collects the cards and explains how they combined quantities.	Structuring	3 to 4 PURPLE	intermediate structures to twenty	I can add quantities with addends up to 20 without always counting on by ones. I can explain how I combined two quantities.	fi e si t

emic	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)	Aumeracy Strand (from AVMR)	Construct/Level (from AVMR)	Numeracy Target (from AVMR)	"I CAN" (*see glossary)	
in 20, ition ()	Operations and Algebraic Thinking	Add and subtract within 20	ten grid cards (From Great Source) or 10 frame cards (see link)	Top It: Students use ten frame cards to begin mentally combining quantities without counting by ones. Divide a deck of cards between or among students. Students turn over two cards from their deck and determine the sum. The student with the larger sum collects the cards and explains how they combined quantities.	Structuring	3 to 4 PURPLE	intermediate structures to twenty	I can add quantities with addends up to 20 without always counting on by ones. I can explain how I combined two quantities.	fi e s t

lemic	CAS Domain	CAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)	umeracy Strand rom AVMR)	onstruct/Level rom AVMR)	umeracy Target rom AVMR)	"I CAN" (*see glossary)	
in 20, lition ()	Operations and Algebraic Thinking K	Add and subtract within 20	ten grid cards (From Great Source) or 10 frame cards (see link)	Top It: Students use ten frame cards to begin mentally combining quantities without counting by ones. Divide a deck of cards between or among students. Students turn over two cards from their deck and determine the sum. The student with the larger sum collects the cards and explains how they combined quantities.	Structuring (f	3 to 4 PURPLE C	intermediate structures to twenty (f	I can add quantities with addends up to 20 without always counting on by ones. I can explain how I combined two quantities.	fi e si t

nent for Learning	Student Grouping	Video Link	Print Link	Interactive Website	Reference	Teacher Notes
en frames cards, for and 4, and ask child ne the total. Note if are able to solve ounting. Do similarly 8 & 6 and 5 & 8.	small group / partners		10 frame cards			Look for and encourage students to use a non-count- by-ones strategy. Provide a bead rack for support if needed. Or provide a page with two blank 10 frames and counters.

zero 0 zero 0 zero zero 0 0 0 0 zero zero zero zero 0 0 one one one one ٠ -_ one one one one • _ -Number Cards

One-to-One Math

page 1 of 6











One-to-One Math

Number Cards page 4 of 6





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I can add quantities with addends up to 20 without always counting on by ones and I can explain how I worked out my answer!

Materials: 10 frame cards

Directions:

- 1. Deal all the cards evenly to everyone.
- 2. Turn over 2 cards from your deck.
- 3. Add the 2 numbers together.
- 4. Tell your partner how you worked out your answer.
- 5. The player with the greatest number takes all the cards.
- 6. Take turns.



"How many do you have altogether?"

"Who has more?"

"How did you work it out?"

Random combinations

10+ combinations



KNP Entry	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)
S 214.5	2.0A.2. Fluently add and subtract within 20 using mental strategies.2 By end of Grade 2, know from memory all sums of two one-digit numbers.	Operations and Algebraic Thinking	Add and subtract within 20	numeral cards 1-10 (see link)	Top-It: Students use numeral cards 1-10 to begin mentally combining quantities without counting by ones. Divide a deck of cards between or among players. Students turn over two cards from their deck and determine the sum. The student with the larger sum collects the cards and explains how they combined the quantities.

KNP Entry	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)
S 214.5	2.0A.2. Fluently add and subtract within 20 using mental strategies.2 By end of Grade 2, know from memory all sums of two one-digit numbers.	Operations and Algebraic Thinking	Add and subtract within 20	numeral cards 1-10 (see link)	Top-It: Students use numeral cards 1-10 to begin mentally combining quantities without counting by ones. Divide a deck of cards between or among players. Students turn over two cards from their deck and determine the sum. The student with the larger sum collects the cards and explains how they combined the quantities.

(from AVMR)	Construct/Level (from AVMR)	Numeracy Target (from AVMR)	"I CAN" (*see glossary)	Assessment for Learning	Student Grouping	Video Link	Print Link	Interactive Website	Reference	Teacher Notes
	4 to 5 PINK	facile structures to twenty	I can add quantities to 20 without always counting on by ones. I can explain how I combined two quantities.	Show numeral card pairs - 5 and 2, 4 and 8, 6 and 5, to the students and have them write the sum of the pairs	small group / partners		numeral cards 0 to 10		20	Look for and encourage students to use a non-count-by-ones strategy. Provide a bead rack for support if desired.

(from AVMR)	Construct/Level (from AVMR)	Numeracy Target (from AVMR)	"I CAN" (*see glossary)	Assessment for Learning	Student Grouping	Video Link	Print Link	Interactive Website	Reference	Teacher Notes
	4 to 5 PINK	facile structures to twenty	I can add quantities to 20 without always counting on by ones. I can explain how I combined two quantities.	Show numeral card pairs - 5 and 2, 4 and 8, 6 and 5, to the students and have them write the sum of the pairs	small group / partners		numeral cards 0 to 10		20	Look for and encourage students to use a non-count-by-ones strategy. Provide a bead rack for support if desired.



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"How many do you have altogether?"

"Who has more?"

"How did you work it out?"

S266.3

KNP Entry	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Lea Experiences (*see glossary)
S 266.3	K.OA.3 Decompose numbers less than or equal to 10 into pairs in more than one way, e.g., by using objects or drawings, and record each decomposition by a drawing or equation (e.g., 5 = 2 + 3 and 5 = 4 + 1).	Operations and Algebraic Thinking	Understand addition as putting together or adding to, subtraction as taking apart or taking from	combinations of 10 cards with numerals	Numeral combinations to 10: combination cards on card stoc fold as indicated. Open one flap numeral and the student tells t that goes with it to make the indicated at top. Next time th used, the other flap is ope

S266.3

KNP Entry	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Lea Experiences (*see glossary)
S 266.3	K.OA.3 Decompose numbers less than or equal to 10 into pairs in more than one way, e.g., by using objects or drawings, and record each decomposition by a drawing or equation (e.g., 5 = 2 + 3 and 5 = 4 + 1).	Operations and Algebraic Thinking	Understand addition as putting together or adding to, subtraction as taking apart or taking from	combinations of 10 cards with numerals	Numeral combinations to 10: combination cards on card stoc fold as indicated. Open one flap numeral and the student tells t that goes with it to make the indicated at top. Next time th used, the other flap is ope
S266.3 lumeracy Strand Target Setting Activities: Exemplary Learning onstruct/Lev "I CAN" AVMR) rom AVMR from AVMR (situation & Experiences Numeracy (*see glossary) materials) (*see glossary) from Numeral combinations to 10: Print the facile structures to ten ... tell the combination cards on card stock. Cut and Structuring to 3 GREEN combinations of fold as indicated. Open one flap to reveal a combinations of 6, 7, 8, numeral and the student tells the number 10 cards with 9, 10 when given one numerals that goes with it to make the number number in bare \sim indicated at top. Next time the card is numerals. used, the other flap is opened.





I can tell the combinations of 6, 7, 8, 9, and 10 when shown only one numeral!

Materials: combinations of 10 cards with numerals

Directions:

- 1. Get the combination cards out of the folder.
- 2. Open one flap to see a numeral and show it to your partner.
 - 3. Ask you partner what number goes with it to make the number at the top of the combination card.
- 4. The next time the card is used, open the other flap.
- 5. Take turns with your partner.

"There is a 3 behind this door."



"What number is behind this door if we have 10 altogether?

"Were you correct?"



"How did you work it out?"

S266.4										
KNP Entry	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)					
S 266.4	1.0A.6 Add and subtract within 20, demonstrating fluency for addition and subtraction with 10. Use strategies such as counting on; making ten (e.g. $8 + 6 = 8$ + 2 + 4 = 10 + 4 = 14); decomposing a number leading to a ten (e.g. $13 - 4 = 13$ 3 - 1 = 10 - 1 = 9); using the relationship between addition and subtraction (e.g. know that $8 + 4 = 12$, one knows $12 - 8 =$ 4); and creating equivalent but easier or known sums (e.g., adding $6 + 7$ by creating the known equivalent $6 + 6 + 1 =$ 12 + 1 = 13).	Operations and Algebraic Thinking	Add and subtract within 20	10-plus combination cards with dot patterns	Combination Cards to 20: Print the combination cards on card stock. Cut and fold as indicated. Open one flap to reveal a given number of dots and have the student tell the number that goes with it to make the total indicated at top. Next time the card is used, the other flap is opened.					

S266.4											
KNP Entry	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)						
S 266.4	1.0A.6 Add and subtract within 20, demonstrating fluency for addition and subtraction with 10. Use strategies such as counting on; making ten (e.g. $8 + 6 = 8$ + 2 + 4 = 10 + 4 = 14); decomposing a number leading to a ten (e.g. $13 - 4 = 13$ 3 - 1 = 10 - 1 = 9); using the relationship between addition and subtraction (e.g. know that $8 + 4 = 12$, one knows $12 - 8 =$ 4); and creating equivalent but easier or known sums (e.g., adding $6 + 7$ by creating the known equivalent $6 + 6 + 1 =$ 12 + 1 = 13).	Operations and Algebraic Thinking	Add and subtract within 20	10-plus combination cards with dot patterns	Combination Cards to 20: Print the combination cards on card stock. Cut and fold as indicated. Open one flap to reveal a given number of dots and have the student tell the number that goes with it to make the total indicated at top. Next time the card is used, the other flap is opened.						

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Act	ivities: Exemplary Learning Experiences (*see glossary)	Numeracy Strand (from AVMR)	Construct/Level (from AVMR)	Numeracy Target (from AVMR)	"I CAN" (*see glossary)	Assessment for Learning	Student Grouping	Video Link	Print Link
ion dot s	Combination Cards to 20: Print the combination cards on card stock. Cut and fold as indicated. Open one flap to reveal a given number of dots and have the student tell the number that goes with it to make the total indicated at top. Next time the card is used, the other flap is opened.	Structuring	3 to 4 PURPLE	intermediate structures to twenty	tell the combinations of numerals from 11- 20 given one number in the form of dot cards.	Show the students the dot pattern for 7 and ask "What goes with 7 to equal 14?" Show the students the dot pattern for 10 and ask "What goes with 10 to equal 17?"	independent / group / whole class		combination cards

ting tion & rials)	Activities: Exemplary Learning Experiences (*see glossary)	Numeracy Strand (from AVMR)	Construct/Level (from AVMR)	Numeracy Target (from AVMR)	"I CAN" (*see glossary)	Assessment for Learning	Student Grouping	Video Link	Print Link
plus nation vith dot erns	Combination Cards to 20: Print the combination cards on card stock. Cut and fold as indicated. Open one flap to reveal a given number of dots and have the student tell the number that goes with it to make the total indicated at top. Next time the card is used, the other flap is opened.	Structuring	3 to 4 PURPLE	intermediate structures to twenty	tell the combinations of numerals from 11- 20 given one number in the form of dot cards.	Show the students the dot pattern for 7 and ask "What goes with 7 to equal 14?" Show the students the dot pattern for 10 and ask "What goes with 10 to equal 17?"	independent / group / whole class		combination cards









I can tell number combinations in the range of 11–20 when shown one dot pattern!

16

Materials: 10-plus combination cards with dot patterns

Directions:

- 1. Get the combination cards out of the folder.
- 2. Open one flap to see a numeral and show it to your partner.
- 3. Ask you partner what number goes with it to make the number at the top of the combination card.
- 4. The next time the card is used, open the other flap.
- 5. Take turns with your partner.





"How many dots do you see?"

"How many more dots do we need to make 12?"

"Were you correct?"

"How did you work it out?"

KNP Entry	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Lea Experiences (*see glossary)
S 266.5	2.OA.2. Fluently add and subtract within 20 using mental strategies.2 By end of Grade 2, know from memory all sums of two one-digit numbers.	Operations and Algebraic Thinking	Add and subtract within 20	10-plus combination cards with numerals	Numeral combinations to 20: combination cards on card stoc fold as indicated. Open one flap numeral and the student tells t that goes with it to make the indicated at top. Next time th used, the other flap is ope

KNP Entry	Kentucky Common Core Academic Standard (KCAS) (*see glossary)	KCAS Domain	KCAS Cluster	Setting (situation & materials)	Activities: Exemplary Lea Experiences (*see glossary)
S 266.5	2.0A.2. Fluently add and subtract within 20 using mental strategies.2 By end of Grade 2, know from memory all sums of two one-digit numbers.	Operations and Algebraic Thinking	Add and subtract within 20	10-plus combination cards with numerals	Numeral combinations to 20: combination cards on card stoc fold as indicated. Open one flap numeral and the student tells t that goes with it to make the indicated at top. Next time th used, the other flap is ope

Setting (situation & materials)	Activities: Exemplary Learning Experiences (*see glossary)	Numeracy Strand (from AVMR)	Construct/Level (from AVMR)	Numeracy Target (from AVMR)	"I CAN" (*see glossary)
10-plus combination cards with numerals	Numeral combinations to 20: Print the combination cards on card stock. Cut and fold as indicated. Open one flap to reveal a numeral and the student tells the number that goes with it to make the number indicated at top. Next time the card is used, the other flap is opened.	Structuring	4 to 5 PINK	facile stuctures to twenty	tell the combinations of numerals from 11-20 given one number in t form of bare numeral

ssessment for Learning	Student Grouping	Video Link	Print Link	Interactive Website	Reference	Teacher Notes
student "What goes with 5 ake 13?" Do the same for 10 make 16) and 9 (to make 17).	independent / group / whole class		numeral combination cards			A variety of other combinations can be use









I can tell number combinations in the range of 11-20 when shown one part of the combination!

12

S266.5

Materials: 10-plus combination cards with numbers.

Directions:

- 1. Get the combination cards out of the folder.
- 2. Open one flap to see a numeral and show it to your partner.
- 3. Ask you partner what number goes with it to make the number at the top of the combination card.
- 4. The next time the card is used, open the other flap.
- 5. Take turns with your partner.





"We have 8, but we need 14 altogether. How much more do we need?"

"How did you work it out?"









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Upcoming KNP Sessions, 3:30 to 4:30 p.m. ET

- •April 21 Advanced Addition and Subtraction
- May 12 Multiplication and Division
- June 2 Tens and Ones



Reflection Questions

- How might you promote opportunities for rich, constructive number talk among and between students?
- 2) How might you confirm that students are facile with structuring to five and ten before working on structuring to twenty?



3) How does work with structuring number support the acquisition of basic facts?