

NAME: Eric Kenyon

DATE: April 29, 2021

SUBJECT OF LESSON: Making ten with ten frames / Ten Frames Toss game # OF CHILDREN: 20 students (large group)

TIME ESTIMATE: 40–45 minutes

GRADE LEVEL: Grade 1

I. INTENDED STUDENT OUTCOMES: (Behavioral Objectives)

1. Objectives:

- Condition
 - Students will perform mental math determine how many dots are in a tens mat using math strategies with less effort and more accuracy.
- Observable behavior
 - Given various quantities of dots in a tens mat, students will determine the quantity of dots and the remaining quantity to create five 10 fact addition problems.
- Criterion of performance (level of acceptable performance)
 - Student can count dots at a near instant employing math strategies such as “how many boxes are empty” to quickly figure out the remaining quantity.
 - Students will create at least five 10 fact addition problems.

2. NYS Next Generation Mathematics Standards:

NY-1.OA.1: Use addition and subtraction within 20 to solve one step word problems involving situations of adding to, taking from, putting together, taking apart, and/or comparing, with unknowns in all positions.

NY-1.OA.3: Apply properties of operations as strategies to add and subtract.

NY-1.OA.4: Understand subtraction as an unknown-addend problem within 20.

NY-1.OA.6a: Add and subtract within 20. Use strategies such as:

- counting on;
- making ten;
- decomposing a number leading to a ten;
- using the relationship between addition and subtraction; and
- creating equivalent but easier or known sums.

NY-1.OA.8: Determine the unknown whole number in an addition or subtraction equation with the unknown in all positions.

II. PREPARATION:

1. Materials/Technology:

- Student materials
 - Pencil, 10 two-color counter chips
- Teacher materials
 - SMARTboard, cups, “Ten Frame Toss” mat, quick images ten cards game

2. Prior Knowledge:

- Knowledge of counting to ten/making ten math strategies from previous lessons

3. Need to Do Ahead of Time:

- Obtain SMARTboard remote, load [quick images game](#), enter login credentials

III. BODY OF THE LESSON:

1. Setting the Stage for Learning / Anticipatory Set (10–15 min):

Students will practice in their 120 number booklets to fill in the randomized blank number spaces. Students are expected to be able to count to 120 by the end of first grade.

Teacher will introduce a new quick images game to warm up the students in recognizing quantities at an instant. Students will need to state the quantity of dots they see on the ten frame after seeing the frame for a matter of seconds. The teacher will call on a student who thinks they know the quantity. After a student states the quantity of dots, the student will need to state a 10 fact addition problem to account for the amount of dots versus empty spaces.

2. Steps of the lesson (20 min):

1. Teacher will model how to play the “Ten Frame Toss” counting chip game using the document camera
E.g.)
 - i. Place hand over the rim of the cup, shuffle the chips in the cup, and gently pour the chips onto the table and arrange by color on the tens mats.
 - ii. Make 10 facts from the results of the random chip toss (e.g., 6 red + 4 yellow = 10 — written as $6 + 4 = 10$).
2. Teacher will outline behavioral expectations (e.g., Teacher will say: “If I see your chips flying off the table and on to the floor, they will be taken away and you will have to do a different activity.”)
3. Teacher will distribute worksheet and cups to students.
4. Students will write their name and date on the worksheet
5. Students will shuffle the 10, two-color chips in their cups and pour them gently onto the table.
6. Students will rearrange the chips by color on their tens mats and create 10 facts based on the quantities that were tossed.

3. Closure (5 min):

Teacher will call upon students to share some of their 10 facts that they recorded from doing the “Ten Frame Toss” activity and demonstrate using a tens mat and two-color counter chips. Teacher will recreate the students’ 10 facts on the worksheet page containing the ten frame mat. All will be displayed using the document camera.

IV. ASSESSMENT:

Assessment and rationale

- This lesson provides an opportunity for assessment throughout its entirety. Teacher will test students’ abilities in the tens frame warm ups and ability to make accurate 10 facts quickly on their ten frames mats worksheet during the “Ten Frames Toss” game.