Math & Science Collaborative Lesson Plan



Lesson Title: Addition to 10

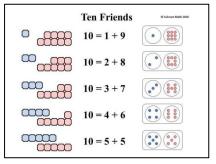
Unit Learning Target (Standard/Performance Expectation(s)) CCSSM K.OA.2			
Solve addition and subtraction word problems, and add and subtract within 10, e.g., by Building Block or Lesson Learning Target: Quickly and accurately compose and decompose any of the numbers from one to ten. Previous Lesson Learning Target: Identify, read aloud and locate numerals from one to thirty-one on a number line		Student Success Criteria: Students will successfully show their addition combinations up to 10	
Target Introduction/ Thinking Question * Would you please demonstrate many different ways to represent 5, or Lesson Progression (Flow) with Talk-Structures (Student Discourse) From a given bag of 5 unifix cubes, each student will take a handful and then tell how many cubes are left in the bag. (0 + 5), (1 + 4), (2 + 3), (3 + 2), (4 + 1), (5 + 0) Ask students to tell how they know they have the right answer? Continue with other sum totals up to 10 as proficiency increases. Ask students to "show me" their solutions. Change to card combinations Play the "Ten Friends" game in pairs and in small groups.			p
Lesson Closure Student will tell how to make ten in many combinations and be able to draw supporting pictures.	Exit Task* Student can draw combinations without using cubes or other manipulatives.		

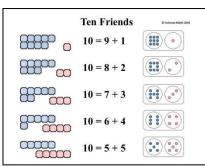
Math & Science Collaborative Lesson Plan

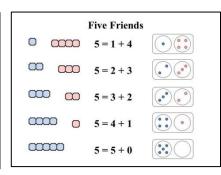


Lesson Title: Addition to 10

Do the Math for the Thinking Question





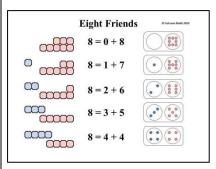


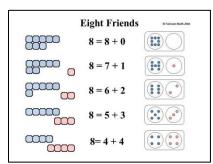
Lesson Anticipated Misconceptions:

Miscounting

Unable to show their work

Unable to explain their work





$Lesson\ Instructional\ Adjustment(s)\ \ (if\ needed)$

Tied to common misconception(s)

Ask the students for more "show me" models.

Manipulatives and materials to include and have ready to support the lesson *

Unifix Cubes

Paper and Pencil

Stir Straws

White Boards and markers

Double Nine Dominoes

^{*} Opportunity for formative assessment