Module [4] Understanding: Number Pairs, Addition	Grade level: Kindergarten			
and Subtraction of Numbers to 10				
Subject Area: Math	Time Frame: 9 Weeks			
Designed By: Kindergarten Instructional Team	Beginning Date:			
School: Morrilton Primary School	Ending Date:			
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Stage 1 – Desired Results

Standards: (Text in bold indicates changes/additions in wording of new Arkansas standards.)

K.OA.A.1 Represent addition and subtraction **using** objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, verbal explanations, expressions (e.g., 2+3), or equations (e.g., 2+3=).

(Note: Expressions and equations are not required but are recommended by the end of kindergarten.)

K.OA.A.2 Solve **real world problems that involve** addition and subtraction **within 10** (e.g., using objects or drawings to represent the problem.)

K.OA.A.3 Use objects or drawings, etc., to decompose (**break-apart**) numbers less than or equal to 10 into pairs in more than one way, and record each decomposition (part) by a drawing or an equation (e.g.5=2+3 and 5=4+1).

(Note: Students should see equations and be encouraged to recognize that the two parts make the whole. However, writing equations is not required.)

K.OA.A.4 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.) (NOTE: Use of different manipulatives such as ten-frames, cubes, or two-color counters, assists students in visualizing these number pairs.)

K.OA.A.5 Fluently add and subtract within 10 (5) by using various strategies and manipulatives.

(NOTE: Fluency in this standard means accuracy (correct answer), efficiency (a reasonable amount of steps), and flexibility (using various strategies). Fluency is developed by working with many different kinds of objects over an extended period of time. This objective does not require the students to instantly know the answer.)

Goal(s):

Students will use various methods to represent addition and subtraction.

Solve word problems within 10 by using drawings and objects.

Decompose numbers from 1 to 10 by using drawings and objects.

Students will show all the ways to make 10 by using objects and drawings.

Fluently add and subtract within 5.

Count to 50 by 1s & 10s.

Essential Qu	estion(s):				
What is Give example (What is the range) Can you calc	empose and decompose numbers to help and all together? (use fingers, es for two ways to make? (with missing addend?) 6+=10, 5+= ulate/solve these addition and subtraction are greatered by the solve addition & solve & solve addition & solve addition & solve addition & solve & sol	objects, dra in 10) =10 on facts? (4	e-+1=, 3-2=)	
Students wil	l know		Students will b	e able to	
Addition ofDecomposeAddends	on (within 10) & Subtraction (fluently within 5) sition of numbers (less than or equal to for Unknowns (find the missing addence		• compose and	on and subtraction problems I decompose number withing g addend equations to mak	n 10
		2 – Accep	table Evidence		
Performance	e Tasks:		Other Evidence	2.	
 solve addition and subtraction problems in various ways compose and decompose number within 10 solve missing addend equations to make a 10 Interactive Whiteboard lessons 		 Teacher Observation Oral Explanations Demonstration Formative Assessments 			
	Stage 3: Pa	art 1 – We	ekly Learning P	lan	
Week	Activities/Lessons	As	ssessments	Materials	CCSS
20	Count. Draw More to Show the Number sheet.	Week 20 Assessme	Formative ent	ManipulativesNumber sheet	 K.OA.A.1 K.OA.A.2 K.OA.A.3 K.OA.A.4

20 – Conti.				• K.OA.A.5
21	 Domino Addition, by Lynette Long Domino Subtraction Number Line Activities using word problems. 6 eagles were flying in the sky. 4 more eagles joined them. How many eagles are now flying in the sky. 	Week 21 Formative Assessment	Number lineCGI word problem(s)Dominoes	K.OA.A.1K.OA.A.2K.OA.A.3K.OA.A.4K.OA.A.5
22	• Use manipulatives to compare number of objects from 0 to 120 as greater than, less than, or equal to another group.	Week 22 Formative Assessment	beansbearscounterscubes	 K.OA.A.1 K.OA.A.2 K.OA.A.3 K.OA.A.4 K.OA.A.5
23	 Review best strategies for solving the week's story problems. The Hershey Kisses Addition Book 	Week 23 Formative Assessment	CGI Word problem(s)	 K.OA.A.1 K.OA.A.2 K.OA.A.3 K.OA.A.4 K.OA.A.5
24	• Using manipulatives show different ways to make numbers 0 to 10.	Week 24 Formative Assessment	beansbearscounterscubes	 K.OA.A.1 K.OA.A.2 K.OA.A.3 K.OA.A.4 K.OA.A.5
25	 Using money manipulatives, show different ways to make numbers 0 to 10. Alexander Who Used to be Rich 	Week 25 Formative Assessment	• Coins – play money	 K.OA.A.1 K.OA.A.2 K.OA.A.3 K.OA.A.4 K.OA.A.5
26	• Using money manipulatives, show different ways to make numbers 0 to 10.	Week 26 Formative Assessment	• Coins – play money	K.OA.A.1K.OA.A.2K.OA.A.3

26 –Conti	1.								• K.OA.A.
									• K.OA.A.
27			Week 27 Formative		• Coins – play money		• K.OA.A.		
		Ferent ways	to make nu	umbers 0	Assessment				• K.OA.A.
	to 1	.0.							• K.OA.A.
									• K.OA.A.
20	T.T. *		1 .	1	W1-20 F-		2.6		K.OA.A.K.OA.A.
28	• Using moon rock manipulatives, show different ways to make		Week 28 Formative Assessment			• Moon rock			
		mbers 0 to 1	•	ake	Assessment		manipulativ	/es	K.OA.A.K.OA.A.
		e moon rock		tives to					K.OA.A.K.OA.A.
		numbers to	-						• K.OA.A.
			Stage		2 – Pacing Re		aterials		
add	subtract	equal	plus	minus	solve	answer	decompose	make	compose
Web Links									
• YouTu	ıbe, YT Ki	ds							
• Storyb									
 BrainF 	POP Jr								