

Lesson Title: Go Fish 5 step lesson

Grade: 2<sup>nd</sup>

Content Standards: 2.OA.2 Fluently add and subtract within 20 using mental strategies. By the end of Grade 2, know from memory all sums of two one-digit numbers. See standard 1.OA.6 for a list of mental strategies (strategies listed include making 10's).

Materials: Playing cards with numbers 1-9. You will need a deck of about five cards for each number, five step lesson form.

Shared experience and procedure details: Teach students Go Fish game (directions for game are attached). You have a choice of playing this game with regular playing cards or ten frame cards that depict the numbers 1-9. In this lesson, we have elected to use regular playing cards. Allow students to play the game. After a period of time for play, stop the students. On the projector turn 5 cards upright on the projector (2, 4, 8, 7, 3). Hand out 5 step lesson paper, and ask the students to draw a picture and use words to tell what card they would ask for if they had the 5 projector cards in their hand.

Possible picture: The picture may show the five individual cards in matching in some way the 2 with the 8, the 3 with the 7, and the four with an asked for 6. The students may instead represent the cards and addends strictly with numbers. The pictures may also include characters in the game speaking and handing over specific cards.

Possible people talk: The discussion may include the issue of the commutative property, a list of all possible pairs of numbers that make ten, any making ten pairs that were not a part of the activity, why it might be useful to know making ten pairs, and how we can use the making ten pairs to find three numbers that make ten.

Feature talk: making ten, cards, the numbers 1-9, add, pairs, matches, equal, matched, put together

Feature sentence: I added/matched/ paired the 7 and the 3 to make/equal 10.

I added/matched/paired the 8 and the 2 to make/equal 10.

I added/matched/paired the 6 and the 4 to make/equal 10.

Possible symbolic representation: The students may make picture icons of the different playing cards and show them paired together. The students may use numbers and traditional math symbols i.e.  $2+8=10$ .....

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Search words: making tens, making 10's, addition strategies, card games, addition of one digit numbers

## Math Card Games

### Go Fish Ten Frame Version      3-5 players

Objective: Fluency in addition facts that equal 10

Materials: 10 frame cards depicting numbers 1 through 9. You will need a deck that has about 5 cards for each number.

Rules:

1. Deal each player 5 cards
2. Player A makes all 2 card 10 combinations from the hand and lays each combination down. Player A asks one of the other players for a card of certain number that can be used to make a 10 with another card in the hand. If the player gets the desired card, the new 10 combination is laid down and player A's turn is over. If the demanded card is not in the addressed player's hand, player A is told to "go fish," Player A draws a card from the deck, and turn is over. If Player A draws a card that makes a 10 combination, Player A can lay the pair down, but the turn is still over.
3. Player B plays.
4. Game ends when a player gets rid of all cards during a turn.
5. When the game ends, each player counts all ten combinations. The player with the most points wins.

Modifications:

1. Use regular playing cards 1-9
2. Allow 10's to be made with more than 2 cards.