

Lesson 12: ¿Cuántas faltan?

Standards Alignments

Addressing K.OA.A.3, K.OA.A.4

Teacher-facing Learning Goals

- Find the number that makes 10 when added to a given number.
- Match equations to compositions and decompositions of 10.

Student-facing Learning Goals

- Llenemos tableros de 10 de diferentes maneras.

Lesson Purpose

The purpose of this lesson is for students to compose and decompose 10 in multiple ways and find the number that makes 10 when added to a given number.

In a previous lesson, students matched equations to compositions and decompositions of 10. In the first activity, students show many different compositions and decompositions of 10 with red and yellow counters. Students may know 5 and 5 as a way to compose and decompose 10, because this structure is highlighted when using fingers and 10-frames. In this lesson, students develop familiarity with other ways to compose 10. In the second activity, students determine how many counters are needed to fill a 10-frame.

Access for:

Students with Disabilities

- Engagement (Activity 2)

English Learners

- MLR8 (Activity 1)

Instructional Routines

Which One Doesn't Belong? (Warm-up)

Materials to Gather

- Cups: Activity 1
- Materials from previous centers: Activity 3
- Two-color counters: Activity 1, Activity 2

Lesson Timeline

Warm-up	10 min
Activity 1	10 min
Activity 2	10 min
Activity 3	25 min
Lesson Synthesis	5 min

Teacher Reflection Question

Reflect on your experience with the Which One Doesn't Belong warm-up in the curriculum. What moves or questions have improved the learning for each or your students during this routine? What improvements would you make next time?

Cool-down (to be completed at the end of the lesson)

 0 min

Unidad 5, punto de chequeo de la sección C

Standards Alignments

Addressing K.OA.A.4

Student-facing Task Statement

Lesson observations

Student Responses

- Recognize that a full 10-frame contains 10 counters and that 2 hands have 10 fingers.
- Relate equations to compositions and decompositions of 10.
- Given a number, use the structure of 10-frames or fingers to determine how many more are needed to make 10.