

Lesson 13: Create Story Problems (Optional)

Standards Alignments

Addressing K.CC.A.3, K.CC.B.5, K.OA.A.1, K.OA.A.2

Teacher-facing Learning Goals

- Create an addition or subtraction story problem.

Student-facing Learning Goals

- Let's think of our own story problems.

Lesson Purpose

The purpose of this lesson is for students to create an addition or subtraction story problem.

In previous lessons, students have represented and solved a variety of Add To, Result Unknown and Take From, Result Unknown story problems. In this optional lesson, students apply what they've learned about story problems throughout the section to tell a story problem that includes an action and a question. Students share and solve story problems with their partner. When students change the story to change the action and the mathematical operation of the problem they understand how addition and subtraction model actions in the real world (MP2, MP4).

Access for:



Students with Disabilities

- Representation (Activity 2)



English Learners

- MLR2 (Activity 1)

Instructional Routines

Questions About Us (Warm-up)

Materials to Gather

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

Materials to Copy

- Questions About Us Chart 5-Frame Template (groups of 1): Warm-up
- Math Stories Stage 2 Backgrounds (groups of 6): Activity 3
- Math Stories Stage 2 Recording Sheet (groups of 2): Activity 3

Lesson Timeline

Warm-up	10 min
Activity 1	10 min
Activity 2	15 min
Activity 3	20 min
Lesson Synthesis	5 min

Teacher Reflection Question

Students shared their thinking multiple times in this lesson. What have you noticed about the language students use? What support can you offer to students who struggle to communicate their ideas orally?

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

 0 min

Unit 4, Section B Checkpoint

Standards Alignments

Addressing K.OA.A.1, K.OA.A.2

Student-facing Task Statement

Lesson observations

Student Responses

- Use objects or drawings to represent a story problem.
- Explain how objects or drawings represent a story problem.