**Lesson Seed: Nearby Teens Game – K.CC.1/K.CC.2** (Lesson Seeds are ideas for the domain/cluster/standard that can be used to build a lesson. Lesson Seeds are not meant to be all-inclusive, nor are they substitutes for instruction.)

|  |
| --- |
| **Domain:** CC Counting and Cardinality  **Cluster:** Know number names and the count sequence.  **Standards:** K.CC.1 Count to 100s by tens and by ones.  K.CC.2 Count forward beginning from a given number within the known sequence (instead of having to begin with one). |
| **Purpose/Big Idea:** Students will become confident counting in the teens. |
| **Materials:**   * Resource Sheet 1A-D Nearby Teens Game Boards * Resource Sheet 2A-C Nearby Teen Cards |
| **Game Goal:** Students want to get rid of their cards by putting them in consecutive order in each row on the game board. Each row is a different counting sequence.  **Activity:**   * Pair the students. * Give the student pairs one copy of Game Board D. * Split the deck of Nearby Teen Cards evenly into two stacks and give each student a stack of cards. * The students take turns drawing the card from the top of the deck and putting it in the correct spot on the game board. * If the student puts the last card on a row to complete the number sequence they have to take all of the cards from that row and put them on the bottom of their stack of cards. * The student who gets rid of all of their cards first wins. |
| **Guiding Questions:**   * Are they in order? Why or why not? * How do you know what comes before that number? * How do you know what number comes after that number? |
| **Scaffolding:**   * ELL students struggle with discerning the teen numbers from the tens (i.e., 13 versus 30). Model and listening carefully to your ELL students to make sure they are pronouncing the correct number. Isolating the ending sounds, recording and playing back the pronunciations, showing the different mouth positions of /e/ and /n/, and using mirrors to help students see their mouths are techniques that can help struggling students. * Use one of the provided alternate game boards for students (game board B).   **Extensions:**   * Have students place the cards in consecutive descending order. * Use one of the provided alternate game boards to extend the game (game boards A and C). |

Resource Sheet 1A **Nearby Teens Game Board A**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | **12** |  |  |
| **15** |  |  |  |  |
|  |  |  |  | **20** |
|  | **14** |  |  |  |
|  |  |  | **16** |  |

Resource Sheet 1B **Nearby Teens Game Board B**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **10** |  |  |  |  |
| **12** |  |  |  |  |
| **14** |  |  |  |  |
| **15** |  |  |  |  |
| **16** |  |  |  |  |

Resource Sheet 1C **Nearby Teens Game Board C**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  |  | **20** |
|  |  |  |  | **19** |
|  |  |  |  | **17** |
|  |  |  |  | **16** |
|  |  |  |  | **12** |

Resource Sheet 1D **Nearby Teens Game Board D**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | **12** |  |  |
|  |  | **17** |  |  |
|  |  | **13** |  |  |
|  |  | **18** |  |  |
|  |  | **14** |  |  |

Resource Sheet 2A **Nearby Teen Cards**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **10** | **10** | **10** | **10** | **10** |
| **11** | **11** | **11** | **11** | **11** |
| **12** | **12** | **12** | **12** | **12** |
| **13** | **13** | **13** | **13** | **13** |
| **14** | **14** | **14** | **14** | **14** |

Resource Sheet 2B **Nearby Teen Cards**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **15** | **15** | **15** | **15** | **15** |
| **16** | **16** | **16** | **16** | **16** |
| **17** | **17** | **17** | **17** | **17** |
| **18** | **18** | **18** | **18** | **18** |
| **19** | **19** | **19** | **19** | **19** |

Resource Sheet 2C **Nearby Teen Cards**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **20** | **20** | **20** | **20** | **20** |