

Grade 1
Suggested Weekly Learning Activities

Subject Area: Numeracy

Big Idea: N3, N9, N10, PR4

Plan/Instructions: **Learning Activity:**

This activity will look at all the different ways students can make 12 in two parts.

If there are 12 fish and two aquariums, what are all the different ways that the fish can be placed in the two aquariums?

Students can either draw all the different combinations to 12 or can use 12 items (dried beans, little toys, coins) as fish to move between two different plates, bowls or circles as aquariums.

1. Students should first estimate how many combinations they will have.
2. Move or draw items into each aquarium and record the number sentence that your fish represent ($__ + __ = 12$ or $12 = __ + __$).
3. Keep track of how many ways. Do you notice a pattern? How do you know you found all the ways?



$$12+0 = 12$$



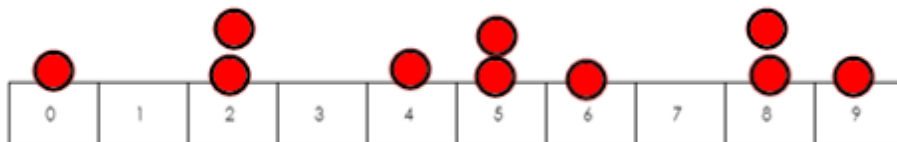
$$7+5 = 12$$

Practice: Remover

This game encourages strategy and practice of addition facts to ten. Needs: number cards to 10 (either a deck of cards with face cards removed or you can make or print cards), a piece of paper for players to write the numbers 0 to 9 and 10 small items to cover those numbers (coins, beans, etc...)

Remover is a game for 2 to 4 players.

1. Players place their pieces on their numbers. They can choose to place one on each number or place as many as they like on whichever number they like.
2. The deck of cards is placed face down on the table.
3. Player one selects a card and must figure out which number goes with their selected number to make ten (for example if they choose a six, the answer is four). If they have placed a piece or pieces on the four, they can remove one.
4. Play continues until the winner removes their last item from their number strip.



Good questions for students:

1. Do you have a strategy?

	<ol style="list-style-type: none"> 2. Which player do you think has the best strategy? 3. How can you prove that you have the correct answer?
Materials Needed:	<p>For activity - Pencil and paper, two bowls or plates and 12 items to move back and forth between bowls.</p> <p>For practice – number cards to 10, numbers written in line or printed, 10 pieces to cover the numbers</p>
Source:	<p>https://hcpss.instructure.com/courses/9414/pages/1-dot-0a-dot-c-6-about-the-math-learning-targets-and-increasing-rigor#top</p> <p>and</p> <p>https://www.granderie.ca/application/files/5515/8646/4460/GrandErieCalendars-April13-19-Grade2.pdf</p>
Additional Resources:	<p>https://www.mathlearningcenter.org/resources/apps - this is a great resource for on-line manipulatives. Students can manipulate and play with pattern blocks, ten frames, number lines. This link has free apps so once downloaded they would be especially easy to manipulate on an ipad or touchscreen.</p> <p>https://gretangmath.com/mathlimbo – this on-line game is a great compliment to the learning activity above as it looks at different combinations to make numbers. Grade 1 students could start on level 1 or 2 depending on their flexibility with numbers.</p>
Opportunities for Stretch:	<p>Extension for the learning activity:</p> <ol style="list-style-type: none"> 1. Try this activity with different numbers of items. Do you still get the same number of combinations? 2. This activity can also be done with a parent partner who covers one bowl and the student must determine how many items are in the other bowl.