1 Math Unit 04: Addition within 20: Facts and Strategies

Content Area: **Mathematics**
Course(s):
Time Period: **Marking Period 2**
Length: **17 days**
Status: **Published**

Unit Overview

Addition Strategies for Facts within 20

Students develop concepts of addition within 20 through finding sums using various strategies. Students use number lines, counters, ten-frames, connecting cubes, and number bonds to model the addition process while learning these strategies. Students then apply these strategies to find unknowns in addition equations and to check whether a given equation is true or false. This foundational work is applied later to solve problems involving larger addends and to subtraction concepts.

Students will extend their understanding of place value and number sense concepts learned in previous grades. These include:

- **Addition fluency:** Students use various tools and strategies to find sums up to 20.
- **Unknown addends:** Students use addition strategies to determine an unknown addend in an addition equation.
- **The equal sign:** Students are introduced to the equal sign and what it means. They look at given equations and decide if those equations are true or false.

What Students Are Learning

- Students use counting on, doubles, near doubles, and making a 10 to help them add within 20.
- Students solve addition equations when either one of the addends or the sum is missing.
- The equal sign (=) is a symbol that means the value on one side of the sign is the same as the value on the other side.

Number Routines

- Let's Count
- Break Apart
- Would You Rather?
- Find the Pattern, Make a Pattern
- Notice & Wonder
- Numberless Word Problem
- Is It Always True?

Standards

1.OA.B.3	Apply properties of operations as strategies to add and subtract.
1.OA.C.5	Relate counting to addition and subtraction (e.g., by counting on 2 to add 2).
1.OA.C.6	Add and subtract within 20, demonstrating accuracy and efficiency for addition and subtraction within 10. Use strategies such as counting on; making ten (e.g., 8 + 6 = 8 + 2 + 4 = 10 + 4 = 14); decomposing a number leading to a ten (e.g., 13 – 4 = 13 – 3 – 1 = 10 – 1 = 9); using the relationship between addition and subtraction (e.g., knowing that 8 + 4 = 12, one knows 12 – 8 = 4); and creating equivalent but easier or known sums (e.g., adding 6 + 7 by creating the known equivalent 6 + 6 + 1 = 12 + 1 = 13).
1.OA.D.7	Understand the meaning of the equal sign, and determine if equations involving addition and subtraction are true or false.
1.OA.D.8	Determine the unknown whole number in an addition or subtraction equation relating to three whole numbers.

Materials

Core Materials:

Reveal Math

4.1 Relate Counting to Addition

4.2 Count On to Add

4.3 Doubles

4.4 Near Doubles

4.5 Make a 10 to Add

4.6 Choose Strategies to Add

4.7 Use Properties to Add

4.8 Add Three Numbers

4.9 Find an Unknown Number in an Addition Equation

4.10 Understand the Equal Sign

4.11 True Addition Equations

Supplemental Materials:

- ST Math
- Happy Numbers
- 3 Act Lessons
- Building Fact Fluency Kit
- Brainingcamp Manipulatives

- Nearpod Lessons
- Brainpop Resources
- Online Resources

Technology

8.1.2.DA.1	Collect and present data, including climate change data, in various visual formats.
8.1.2.DA.4	Make predictions based on data using charts or graphs.
8.1.2.AP.1	Model daily processes by creating and following algorithms to complete tasks.
8.1.2.AP.2	Model the way programs store and manipulate data by using numbers or other symbols to represent information.
8.1.2.AP.4	Break down a task into a sequence of steps.
8.2.2.ED.2	Collaborate to solve a simple problem, or to illustrate how to build a product using the design process.

Assessment

Formative Assessment

- Unit Readiness Diagnostics
- Lesson Checks
- Exit Tickets
- Teacher Observation

Summative Assessment

- Unit Assessment Performance Task
- Benchmark Tests
- Alternative Assessments: Performance Tasks & Projects

Accommodations & Modifications

Special Education

Differentiated Instruction
Accommodate Based on Students' Individual Needs: Strategies

Time/General • Extra time for assigned tasks • Adjust length of assignment • Timeline with due dates for reports and projects • Communication system between home and school • Provide lecture notes/outline	**Processing** • Extra response time • Have students verbalize steps • Repeat, clarify, or reword directions • Mini-breaks between tasks • Provide a warning for transitions • Reading partners	**Comprehension** • Precise step-by-step directions • Short manageable tasks • Brief and concrete directions • Provide immediate feedback • Small group instruction • Emphasize multi-sensory learning	**Recall** • Teacher-made checklist • Use visual graphic organizers • Reference resources to promote independence • Visual and verbal reminders • Graphic organizers
Assistive Technology • Computer/whiteboard • Tape recorder • Spell-checker • Audio-taped books	**Tests/Quizzes/Grading** • Extended time • Study guides • Focused/chunked tests • Read directions aloud	**Behavior/Attention** • Consistent daily structured routine • Simple and clear classroom rules • Frequent feedback	**Organization** • Individual daily planner • Display a written agenda • Note-taking assistance • Color code materials

504

- In class/pull out support with special ed teacher Additional time during intervention time
- Preferred seating
- Questions read aloud
- Extended time for completing tasks Graphic organizers
- Vocabulary support Mnemonic devices
- Songs/videos to reinforce concepts Limit number of questions
- Scribe Manipulatives Calculators Reteach pages Leveled homework
- Lesson intervention activities
- Math Diagnosis & Intervention System Another look homework video

- Practice buddy

ELL

- Translation device/dictionary
- In class/pull out support with ESL teacher
- Preferred seating
- Questions read aloud
- Extended time for completing tasks
- Graphic organizers
- Vocabulary support
- Mnemonic devices
- Songs/videos to reinforce concepts
- Manipulatives
- Math Diagnosis & Intervention System

At-risk of Failure

- Additional time during intervention time
- Questions read aloud
- Graphic organizers
- Vocabulary support
- Mnemonic devices
- Songs/videos to reinforce concepts
- Manipulatives
- Calculators
- Reteach pages
- Leveled homework
- Lesson intervention activities
- Math Diagnosis & Intervention System
- Another look homework video
- Practice buddy

Gifted & Talented

- Independent projects
- Enrichment pages
- Online games
- Leveled Homework
- Extension Activities
- Today's Challenge

Interdisciplinary Connections

K-2-ETS1-2	Develop a simple sketch, drawing, or physical model to illustrate how the shape of an

	object helps it function as needed to solve a given problem.
ETS1.B	Developing Possible Solutions
	Designs can be conveyed through sketches, drawings, or physical models. These representations are useful in communicating ideas for a problem's solutions, such as climate change, to other people.
2.2.2.PF	Physical Fitness
RI.MF.1.6	With prompting and support, use text features (e.g., diagrams, tables, animations) to describe key ideas.
W.IW.1.2.B	Develop the topic with facts or other information and examples related to the topic.

Career Readiness, Life Literacies & Key Skills

SCreativity and Innovation: Brainstorming can create new, innovative ideas.

- **9.4.2.CI.1:** Demonstrate openness to new ideas and perspectives (e.g., 1.1.2.CR1a, 2.1.2.EH.1, 6.1.2.CivicsCM.2).

Example: Students will share ideas of multiple strategies and draw models to illustrate their perspective to the solution path they utilize to solve word problems.

Critical Thinking and Problem-Solving: Critical thinkers must first identify a problem then develop a plan to address it to effectively solve the problem.

- **9.4.2.CT.2:** Identify possible approaches and resources to execute a plan (e.g., 1.2.2.CR1b, 8.2.2.ED.3).

Example: Students will work in small groups and collaborate to identify possible solutions paths to word problems, utilizing the strategies they have learned to solve addition and subtraction operations, such as place value charts, number lines, hundred chart, ten frames, etc., that could best illustrate the solution to the problem.

Digital Citizenship: Individuals should practice safe behaviors when using the Internet.

- **9.4.2.DC.3:** Explain how to be safe online and follow safe practices when using the Internet (e.g., 8.1.2.NI.3, 8.1.2.NI.4).

Example: Students will model appropriate use of all digital platforms and share examples of their work that exhibit proper use of various platforms.

Interaction of Technology and Humans: Technology has changed the way people live and work. Various tools can improve daily tasks and quality of life.

- **8.2.2.ITH.3:** Identify how technology impacts or improves life.

Example: Students will track their progress using Reveal Math or other math programs often utilized in class. Students will discuss the pros and cons of using the program with the teacher. Students will use analog and digital clocks.

Career Ready Practices

STEM Career: Statistician- Students talk about the work of a statistician.

Students find the total number of kids who picked a sport other than soccer as a favorite sport.

- CRP1. Act as a responsible and contributing citizen and employee.
- CRP2. Apply appropriate academic and technical skills.
- CRP4. Communicate clearly and effectively and with reason.
- CRP8. Utilize critical thinking to make sense of problems and persevere in solving them.
- CRP12. Work productively in teams while using cultural global competence.