

K Math Unit 08: Addition and Subtraction Strategies

Content Area: **Mathematics**
Course(s):
Time Period: **Marking Period 3**
Length: **14 days**
Status: **Published**

Unit Overview

Addition and Subtraction Strategies

The focus of this unit is:

- to develop skill in finding multiple ways to make a given number (compose) or break apart a given number (decompose)
- to compose or decompose with groups of objects
- to represent composing and decomposing using plus, minus and equal signs
- to develop an ability to visual amounts within a group of objects without having to count each object in the group

What Students Are Learning

- Students develop and practice strategies for adding and subtracting numbers through 5
- Students compose and decompose numbers through 10

Number Routines

- Break Apart
- The Counting Path
- Would You Rather?
- Notice and Wonder
- Notice and Wonder: How are they the same? How are they different?
- Notice and Wonder: What question could you ask?
- Which Doesn't Belong?

Standards

MATH.K.OA.A.1	Represent addition and subtraction up to 10 with objects, fingers, mental images, drawings, sounds (e.g., claps), acting out situations, verbal explanations, expressions, or equations.
MATH.K.OA.A.3	Decompose numbers less than or equal to 10 into pairs in more than one way, e.g., by using objects or drawings, and record each decomposition by a drawing or equation (e.g., $5 = 2 + 3$ and $5 = 4 + 1$).
MATH.K.OA.A.4	For any number from 1 to 9, find the number that makes 10 when added to the given number, e.g., by using objects or drawings, and record the answer with a drawing or equation.
MATH.K.OA.A.5	Demonstrate accuracy and efficiency for addition and subtraction within 5.

Materials

Core Materials:

Reveal Math

8.1 Add within 5

8.2 Subtract within 5

8.3 Ways to Make 6 and 7

8.4 Ways to Decompose 6 and 7

8.5 Ways to Make 8 and 9

8.6 Ways to Decompose 8 and 9

8.7 Ways to Make 10

8.8 Ways to Decompose 10

Supplemental Materials:

- [ST Math](#)
- [Happy Numbers](#)
- [3 Act Lessons](#)
- [Building Fact Fluency Kit](#)
- [Brainiaccamp Manipulatives](#)
- [Nearpod Lessons](#)
- [Brainpop Resources](#)
- [Online Resources](#)

Technology

CS.K-2.8.1.2.AP.1	Model daily processes by creating and following algorithms to complete tasks.
CS.K-2.8.1.2.AP.2	Model the way programs store and manipulate data by using numbers or other symbols to represent information.
CS.K-2.8.1.2.AP.4	Break down a task into a sequence of steps.
CS.K-2.8.1.2.DA.1	Collect and present data, including climate change data, in various visual formats.
CS.K-2.8.1.2.DA.4	Make predictions based on data using charts or graphs.
CS.K-2.8.2.2.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			
<p>Time/General</p> <ul style="list-style-type: none"> • 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 	<p>Processing</p> <ul style="list-style-type: none"> • Extra response time • Have students verbalize steps • Repeat, clarify, or reword directions • Mini-breaks between tasks • Provide a warning for transitions • Reading partners 	<p>Comprehension</p> <ul style="list-style-type: none"> • Precise step-by-step directions • Short manageable tasks • Brief and concrete directions • Provide immediate feedback • Small group instruction • Emphasize multi-sensory learning 	<p>Recall</p> <ul style="list-style-type: none"> • Teacher-made checklist • Use visual graphic organizers • Reference resources to promote independence • Visual and verbal reminders • Graphic organizers
<p>Assistive Technology</p> <ul style="list-style-type: none"> • Computer/whiteboard 	<p>Tests/Quizzes/Grading</p> <ul style="list-style-type: none"> • Extended time 	<p>Behavior/Attention</p> <ul style="list-style-type: none"> • Consistent 	<p>Organization</p> <ul style="list-style-type: none"> • Individual

<ul style="list-style-type: none"> • Tape recorder • Spell-checker • Audio-taped books 	<ul style="list-style-type: none"> • Study guides • Focused/chunked tests • Read directions aloud 	<p>daily structured routine</p> <ul style="list-style-type: none"> • Simple and clear classroom rules • Frequent feedback 	<p>daily planner</p> <ul style="list-style-type: none"> • Display a written agenda • Note-taking assistance • Color code materials
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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

At-risk of Failure

- Additional support 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

Gifted & Talented

- Independent projects
- [Open middle](#)
- Websketch explorations
- Stem projects
- Enrichment pages
- Online games
- Leveled Homework
- Extension Activities

Interdisciplinary Connections

ELA:

RI.2.10. Read and comprehend informational texts, including history/social studies, science, and technical texts, at grade level text complexity proficiently with scaffolding as needed.

Science:

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.

Climate Change: Students may use counters when adding to find the total number of trees that they and a partner observed (e.g., from their front door, in a back yard, from a classroom window). With prompting and support, they may ask and answer questions about how trees may reduce the warming effect of sunlight.

Career Readiness, Life Literacies & Key Skills

Creativity 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 the solution path they utilize to solve the word problem.

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 charts, 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 Imagine Math or other math programs often utilized in class. Students will discuss the pros and cons of using the program with the teacher.

Career Ready Practices

STEM Career: Sound Engineer- Students talk about what sound engineers do and how their work involves math and science.

- 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.