

# Guided Math: Unit 4, Lesson 9

## Essential Question

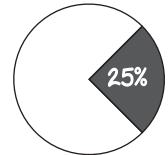
How can groupings of ten help us to solve problems mentally?

## Lesson Objective

We will use concrete and pictorial models to compose and decompose numbers to 20 as so many tens and so many ones.

## Spin Off

Today we play a fun game that helps students begin to see two-digit addition in a concrete form. Play teacher vs. students. Teacher spins the spinner and colors the first part of her 120 chart in a color. Then students take a turn on their paper. On teacher's second turn, she changes colors and models how to use tens with whole rows and go back to 5s when you need them. It is easier to count by ten and use a whole row than have to start at a 5. You must fill the chart completely to win. No one goes over. You just lose your turn if you can't get what you need to finish the chart. If you have half a row left than you must land on a 5 to go back and fill it in.



## Lesson Discussion Questions

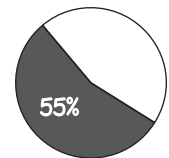
Can you add big numbers without counting? Well, I am going to show you an easy way to add numbers all the way to 120! See this 120 chart? What do you notice? 12 tens, a black line where the 5 is. (Discuss the 5 line and how that helps to know where 5 is in the game.) Sometimes we will need to color a 5 and we will want to know where to stop coloring.

## Materials

- Different-colored crayons
- Spin Off blackline masters, double-sided, for each student
- Spinner
- Pencil and paper clip for spinner or clear spinner overlay

## Small-Group Lesson

Students play this game with a partner with teacher monitoring for understanding and accuracy. Talk about tens being a column and then 5 is really 5 ones and not a complete column.



## Remediate

Both students and teacher work together to spin and color on one chart, and not as a game if concept is too new.

## On Level

After modeling how to play the game, students play while teacher monitors and guides.

## Enrich

This game benefits all levels.

# Spin Off!

Color each spin in a different color. The first player to fill the chart without going over is the winner!

## Game 1


## Game 2


# Spin Off!

Color each spin in a different color. The first player to fill the chart without going over is the winner!

## Game 3


## Game 4
