Eureka Math

1st Grade Module 1 Lesson 13

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Icons



















Manipulatives Needed









Materials Needed

- (T) Mystery box (shoe box or other box with a question mark on it), counting bears (or another engaging classroom material that lends itself to storytelling)
- (T) Enlarged blank number sentence and number bond
- (T) (Lesson 6 Template 2), number sentence cards (Template) and 2" × 2" sticky notes labeled with question mark
- (S) Personal white board; blank number sentence and number bond (Lesson 6 Template 2); yellow colored pencil or a crayon; set of bear counters, paper bag labeled with question marks on the front per pair

Lesson 13

Objective: Tell put together with result unknown, add to with result unknown, and add to with change unknown stories from equations.

Suggested Lesson Structure

Fluency Practice (2
Application Problem (5
Concept Development (2
Student Debrief (8
Total Time (6

(20 minutes) (5 minutes) (27 minutes) (8 minutes) (60 minutes)





I can solve **put together** number stories with unknown parts.



Count by Tens

Use the tens from your 5-group cards as a visual while students count by tens, first the regular way and then the Say Ten Way.

Next, show students a 3 card and add 10 cards to count on by tens the Say Ten Way, starting at three (three, ten 3, 2 tens 3, 3 tens 3...).

Repeat, starting at various numbers between 1 and 9



Ten and Tuck

Have students show 10 fingers. Now tuck 3 (students put down the pinky, ring finger, and middle finger on their right hands). How many fingers are up? How many are tucked.

Then, ask them to say the number sentence aloud, beginning with the larger part (7 + 3 = 10), beginning with the smaller part (3 + 7 = 10), and beginning with the whole (10 = 3 + 7 or 10 = 7 + 3).

+ -× - Memory: Partners to 10

Partner A: a set of single-sided 5-group cards and Partner B: a set of single-sided numeral cards.

- 1. Students to sit facing each other and line up their cards in front of them, face down.
- 2. Students take turns flipping over one of their cards and one of their partner's cards to try to make a ten. When you make a ten, place the cards in a separate pile and keep them until the end of the game.
- 3. The player with the most cards at the end of the game wins.

RDW Application Problem

Sammi had 6 bunnies. One of them had babies. Now, she has 10 bunnies. How many babies were born?

Draw a picture to show how you know. Write a number bond and a number sentence to match your picture.



Concept Development

5 + 1 = ?

What do we need to find in this number sentence?



With your partner, make up a math story using this number sentence.

As you make up the story, draw a picture to help you solve for the number that hides under the question mark.





Let's share our stories!

(Choose two or three pairs to share their stories. After each pair tells the story, invite the class to say the answer and the number sentence. Emphasize the importance of naming the unit: 5 lions + 1 lion = 6lions.)





Concept Development

6 + ? = 8

What do we need to find in this number sentence?



With your partner, make up a math story using this number sentence.

As you make up the story, draw a picture to help you solve for the number that hides under the question mark. (Demonstrate)





Let's share our stories!

(Choose two or three pairs to share their stories. After each pair tells the story, invite the class to say the answer and the number sentence. Emphasize the importance of naming the unit: 5 lions + 1 lion = 6lions.)





You and your partner will take turns being math storytellers.

Partners will each pick their own number sentence card and make it special by placing a sticky note either on the total or on the second part of the number sentence.





Then, come up with a story that matches your number sentence creation.

Tell your partner your story as you show your number sentence.

The partner will have to draw a math picture to show what is happening in the story and to solve the problem.







 Which two problems from your Problem Set did you think were similar? Why?

 Which two problems from your Problem Set did you think were different? Why?



 Which of your stories was the most difficult for you to make?

 Which story was the easiest for you? Why?



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Which problem was our Application Problem similar to?

In what way(s) are they similar?

	Exit Ticket
A STORY OF UNITS	Lesson 13 Exit Ticket 1-1
Nome	Date

Tell a math story for each number sentence by drawing a picture.

1, 5 + 1 = 6	2, 3+7=8
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