

# Eureka Math

## 2nd Grade Module 6 Lesson 18

At the request of elementary teachers, a team of Bethel & Sumner educators met as a committee to create Eureka slideshow presentations. These presentations are not meant as a script, nor are they required to be used. Please customize as needed. Thank you to the many educators who contributed to this project!

Directions for customizing presentations are available on the next slide.



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# Customize this Slideshow

## Reflecting your Teaching Style and Learning Needs of Your Students

- When the Google Slides presentation is opened, it will look like Screen A.
- Click on the “pop-out” button in the upper right hand corner to change the view.
- The view now looks like Screen B.
- Within Google Slides (not Chrome), choose FILE.
- Choose MAKE A COPY and rename your presentation.
- Google Slides will open your renamed presentation.
- It is now editable & housed in MY DRIVE.

**Screen A**

ReadyGEN™ in Action

3<sup>rd</sup> Grade  
Unit 3, Module A  
Lesson 1

“pop-out”

**Screen B**

Gr3(2) U3MAL1 Sample Lesson.pptx

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ReadyGEN™ in Action

3<sup>rd</sup> Grade  
Unit 3, Module A  
Lesson 1

# Icons



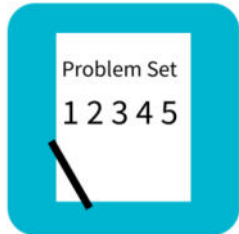
Read, Draw, Write



Learning Target



Personal White Board



Problem Set



Manipulatives Needed



Fluency



Think Pair Share



Whole Class



Individual



Partner



Small Group



Small Group Time



# Materials Needed:

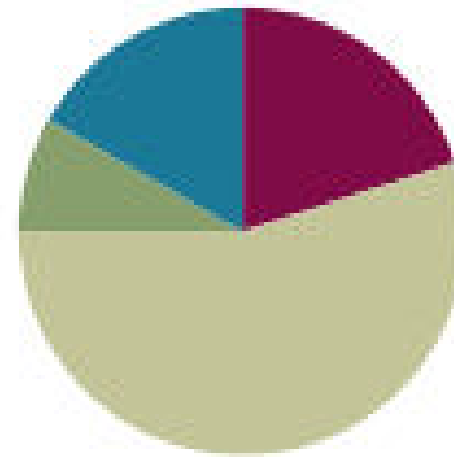
- White board
- 20 counters per pair

## Lesson 18

Objective: Pair objects and skip-count to relate to even numbers.

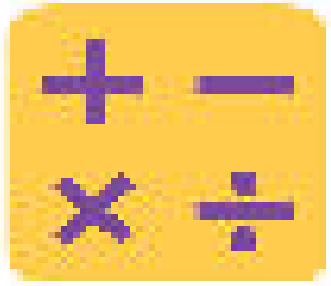
### Suggested Lesson Structure

|                     |                     |
|---------------------|---------------------|
| Fluency Practice    | (12 minutes)        |
| Application Problem | (5 minutes)         |
| Concept Development | (33 minutes)        |
| Student Debrief     | (10 minutes)        |
| <b>Total Time</b>   | <b>(60 minutes)</b> |





I can use pairs of objects to skip count even numbers.



# Skip Counting by Twos

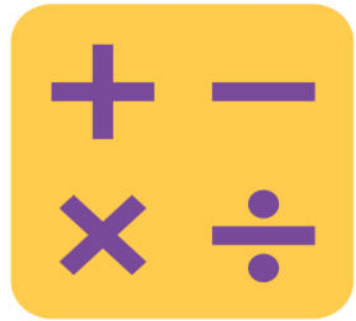
Let's count by ones from 0 to 20 in a whisper.

(Tap on 1, knock on 2...repeat)

What was I doing while we were counting?

Let's keep doing that...whisper counting, tapping on odd numbers and knocking on even numbers.

Now we're going to keep tapping and knocking, but only counting out loud on the even numbers.



# SPRINT

Subtraction from teens.



Run faster!



# Application Problem

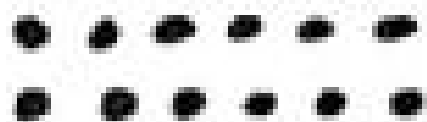
Eggs come in cartons of 12. Use pictures, numbers, or words to explain whether 12 is even or not even.



# Application Problem

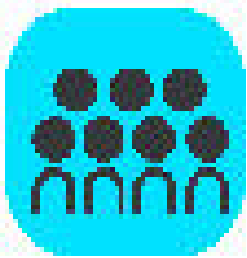
Eggs come in cartons of 12. Use pictures, numbers, or words to explain whether 12 is even or not even.

12 is even because the eggs

look like this. 

2 rows of 6 is the same  
as  $6 + 6$  so 12 is even.

# Concept Development



Two children standing side-by-side...is that an even number or is it not even?

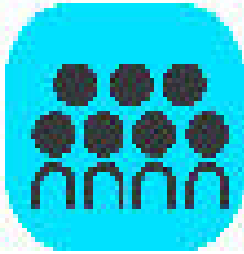


How about if we add another person?



The third one doesn't have a partner...so we can't have an even number.

# Concept Development



We're going to use counters to find out more about even numbers.

Please set out 7 counters.

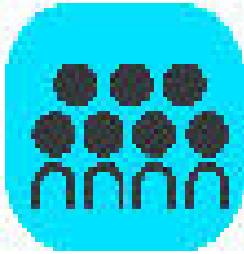
Does each counter have a partner?

Is 7 an even number? How do you know?



Let's make a 7-counter array and an addition sentence to go with it.

# Concept Development

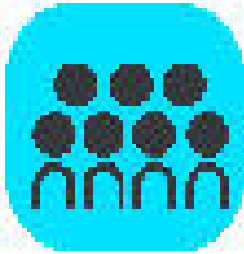


What happens if we add 7 more counters? Does it make an even number?

So...does adding up two numbers that aren't even still make an even number?



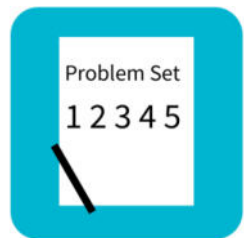
# Concept Development



With your partner, keep pairing your counters to find out which numbers are even.

Write the number sentence on your white board every time you make a new pair.





# Problem Set

A STORY OF UNITS

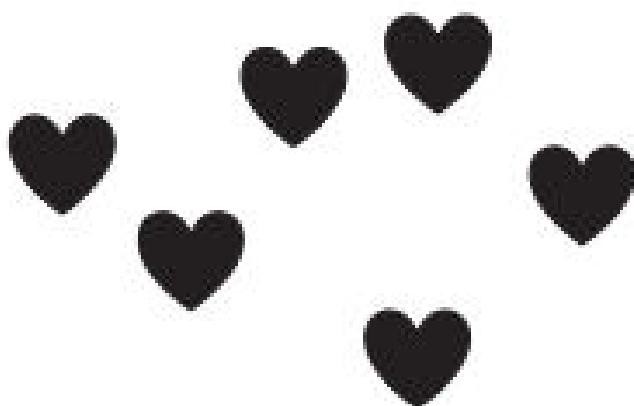
Lesson 18 Problem Set

2•6

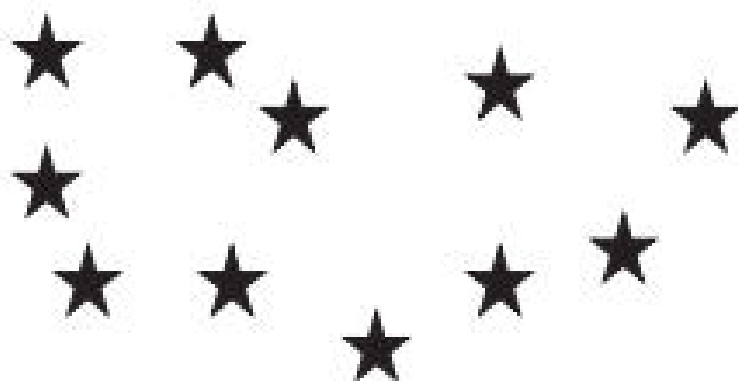
Name \_\_\_\_\_

Date \_\_\_\_\_

1. Pair the objects to decide if the number of objects is even.



Even/Not Even



Even/Not Even



# Debrief

- For Problem 1, what connections can you make between pairing objects and equal groups? If a number is even, can you make equal groups? If it is not even? If so, how many are in each equal group?
- Look at the pattern in Problem 2. How can you describe each picture in terms of rows or columns? Each time you add another pair, what happens to the rows and columns? (Use the frame, "There are \_\_\_\_ rows/columns of \_\_\_\_.")
- For Problem 3, do you think we should start with 0? Does 0 follow the pattern?
- For Problem 6, which array matches a drawing in Problem 2? Describe it in terms of rows or columns.



# Debrief

- What is different about Problem 6(b)? Can you talk about your drawing in terms of rows and columns? Between which two even numbers does this number fall? Find those numbers in Problem 2. What is the difference between them?
- If you can circle groups of 2 with 0 left over, what do you know for sure?
- When you double a **whole number**, is the answer even or odd? How can you prove it?



# Exit Ticket

A STORY OF UNITS

Lesson 18 Exit Ticket

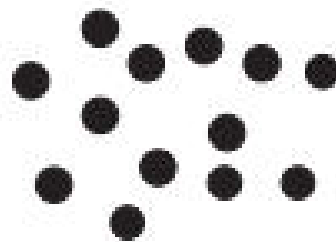
2•6

Name \_\_\_\_\_

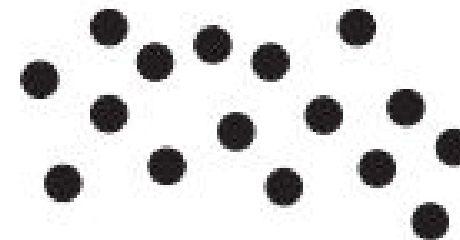
Date \_\_\_\_\_

Redraw the following sets of dots as columns of two or 2 equal rows.

1.



2.



There are \_\_\_\_\_ dots.

Is \_\_\_\_\_ an even number? \_\_\_\_\_

There are \_\_\_\_\_ dots.

Is \_\_\_\_\_ an even number? \_\_\_\_\_