

Eureka Math

Kindergarten Module 1 Lesson 32

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.





Materials

- Number Path
- Counters
- Fluency Template
- (T) Number Stairs
- Index Cards

Icons



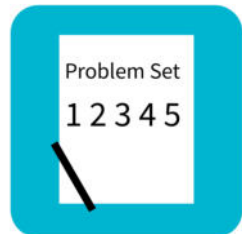
Read, Draw, Write



Learning Target



Personal White Board



Problem Set



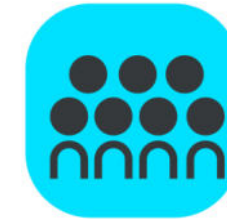
Manipulatives Needed



Fluency



Think Pair Share



Whole Class



Individual



Partner



Small Group



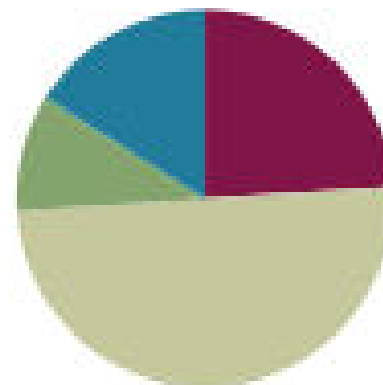
Small Group Time

Lesson 32

Objective: Arrange, analyze, and draw sequences of quantities of 1 more, beginning with numbers other than 1.

Suggested Lesson Structure

■ Fluency Practice	(12 minutes)
■ Application Problem	(5 minutes)
■ Concept Development	(25 minutes)
■ Student Debrief	(8 minutes)
Total Time	(50 minutes)





I can arrange, analyze, and draw sequences of quantities of 1 more, beginning with numbers other than 1.



Green Light, Red Light (2 min)

Look at your numbers (point to the number 1 written below the green dot and the 3 below the red dot).

Think! Ready? Green light!

Very good! (Erase numbers 1 and 3, and write the new numbers up to 10.)

Look. Think! Ready? Green Light!



Guess the Hidden Number (5 min)

This time we will fold our number path in half to show 4, 5, 6, and 7.

Partner A closes her eyes. Partner B hides one of the numbers on the number path with a penny, and then tells Partner A to open her eyes. Partner A tells the hidden number. Partners switch roles and play again.



Draw 1 More, and Write How Many (5 min)

Name _____ Date _____

Draw 1 more, and write how many in the box.

How many?		How many?	

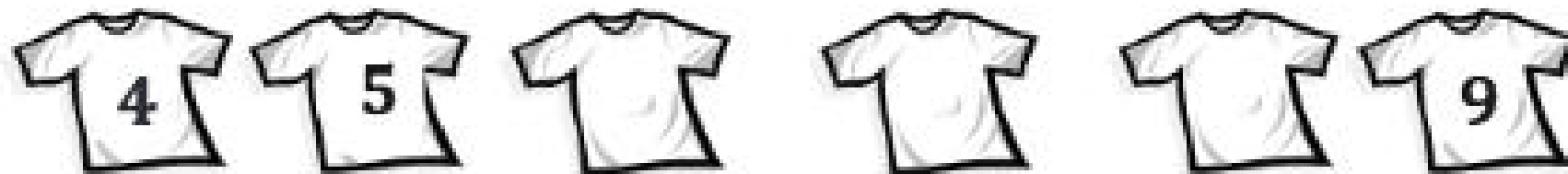
draw 1 more



Application Problem

(5 min)

There were 6 friends on Katherine's team. Their uniforms got mixed up in the laundry and some of the numbers washed off. Quickly draw the shirts and the numbers on the shirts to help the team.





Concept Development

(25 min)

Look at my number stairs. Help me count the way we did yesterday to make sure I have them in the right order. Count with me.



Concept Development

We are going to play a game! I am going to hide one of my towers. Ready? Close your eyes. (hide the 5 tower) You may open them. Look, think, and raise your hand. Which tower is missing? Repeat several times.



Concept Development

We are going to make tower cards so that you and your partner can play this game yourselves. I will give you 10 index cards. On each card, I want you to draw one of these number towers. Write the number on the back like this. Be sure that you make exactly one card for each of the number stairs.



Concept Development

Put your cards in a pile. Now arrange them in a row on your desk with the tower side up. Start with your 1 tower. Each card should be 1 more. What should they show?



Concept Development

Work with your partner. While your partner closes his eyes, hide two cards from your row. Ask your partner to open his eyes and look at the cards left in your row. When he is ready to tell which cards you must be hiding, he has to find those cards in his row to show you. You then compare cards to see if he was right. Then, it will be your turn!



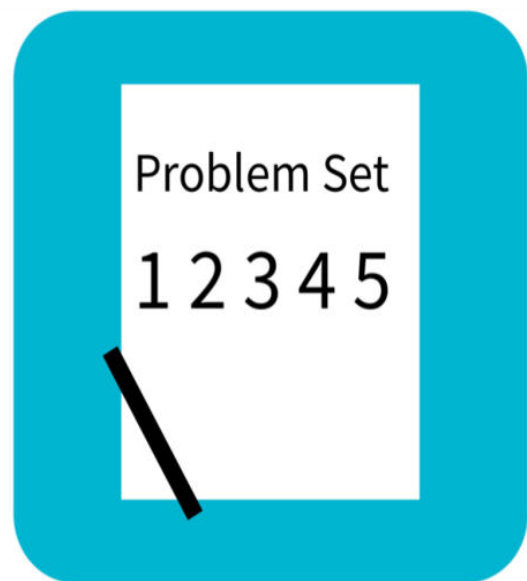
Concept Development

Turn your cards over so the number side is showing,
and play again.



Concept Development

This time, choose three cards from your row, and hide them behind your back.

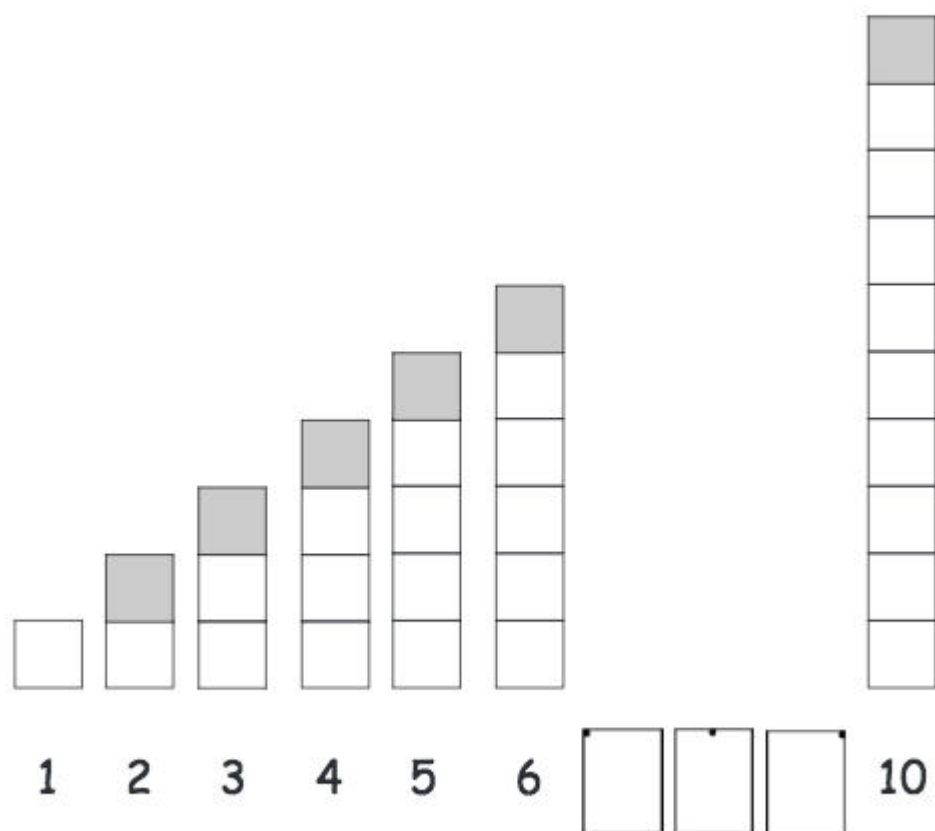


Problem Set

(7 min)

Name _____ Date _____

Draw and write the number of the missing steps.



Write the missing number. Draw objects to show the numbers.

 <input type="text"/>	<input type="text"/> 5	<input type="text"/> 6
 <input type="text"/>	<input type="text"/> 7	<input type="text"/> 8
 <input type="text"/>	<input type="text"/> 9	<input type="text"/> 10



Debrief (8 min)

- When you drew the missing steps, did you count all the numbers before the first missing step? Is there a way to know how many steps are in the missing stair without counting from 1? How?
- Show your neighbor the objects and numbers you drew. Tell your friend if you wrote the numbers first or drew the the dots first.
- Could you have drawn your objects a different way? If you drew the objects a different way, would you have to change the number?
- What strategy did you use to put your stairs in order?