

# Eureka Math

## Kindergarten Module 1 Lesson 33

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.

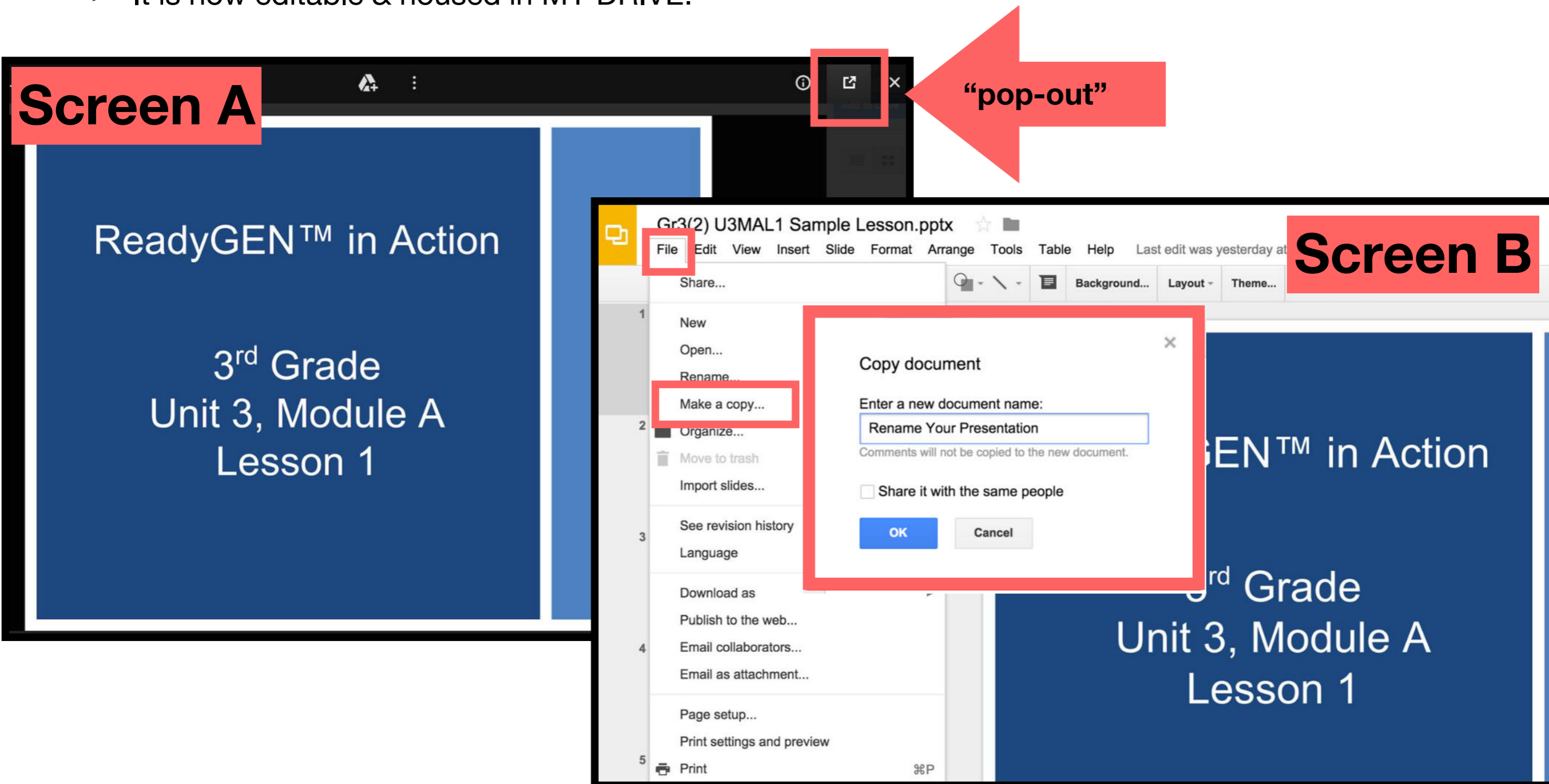


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# Customize this Slideshow

## 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

- Bag of beans (10)
- Laminated paper or foam work mat
- Die
- (T) Large Numeral Cards 1-10 or Number Path written on board
- Bag of loose linking cubes (5 blue, 5 red)
- 5-group dot mat
- 5-group cards

# Icons



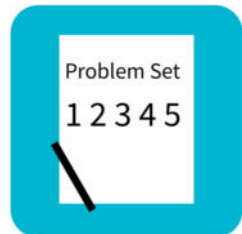
Read, Draw, Write



Learning Target



Personal White Board



Problem Set



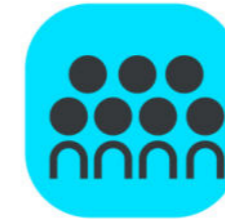
Manipulatives Needed



Fluency



Think Pair Share



Whole Class



Individual



Partner



Small Group



Small Group Time

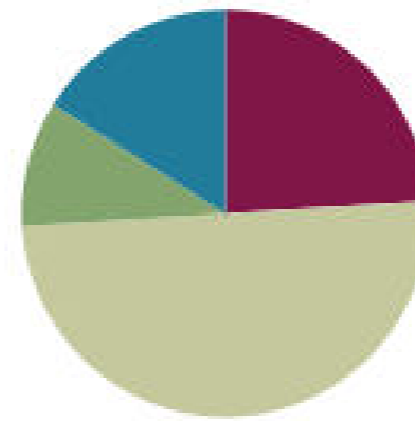
## Lesson 33

**Objective:** Order quantities from 10 to 1, and match numerals.

### Suggested Lesson Structure

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

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I can order quantities from 10 to 1 and match numbers to quantities.



# Sunrise/Sunset

## Counting to 10 (4 min)

Holding your arms out in a great big circle. Pretend you are the sun! It's morning, and the sun is coming up. Let me see your sunrise (model how to gradually rise up from a crouching position to standing on tip-toes).





# 1,2,3, Stand on 10 (4 min)

Fast Counting Game:

Each person says the next 3 numbers. If I say 1,2,3, what would you say? Then, 4,5,6, then, 7,8,9. ?  
Here's the change. The next person says 10. The game is called "1,2,3, stand on 10. Can you guess what you have to do if you say 10? By the end of the game everyone will be standing!



# Make It Equal (4 min)

***Equal = Same Number***

Both partners roll the dice and put that many beans on your mat.

Partner A has to make their beans equal to their partners by taking off or putting on more beans.

Partner B counts to verify.

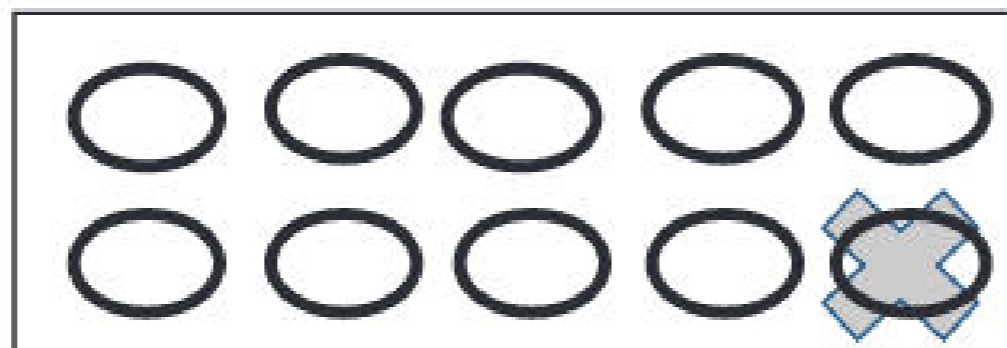
Switch roles and play again.



# Application Problem

## (5 min)

Margaret baked some biscuits for dinner. While they were cooling, her kitten jumped on the table and took one away. Draw the tray to show how many biscuits Margaret can serve for dinner. Don't forget to cross off the one that the kitten took. Write the number!

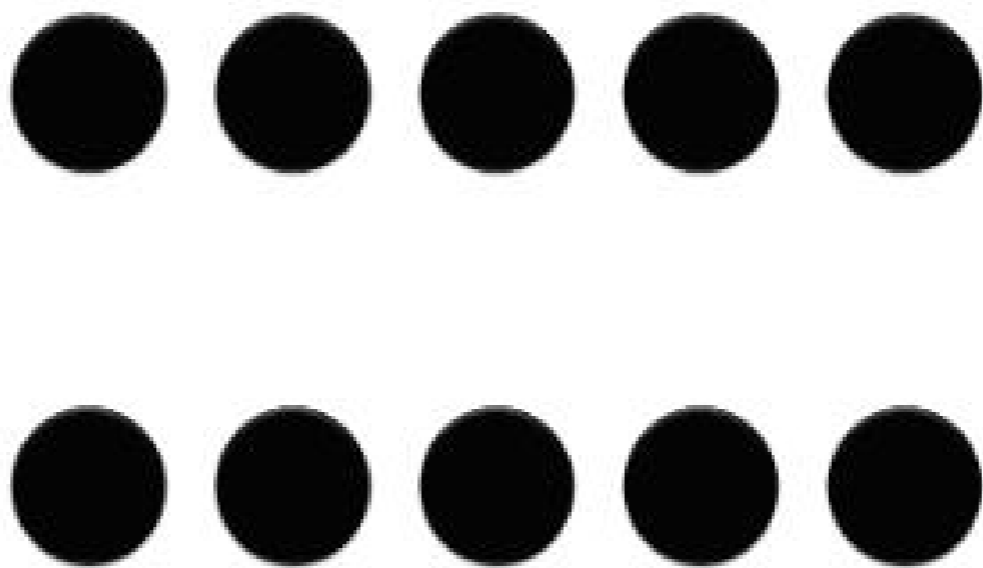




# Concept Development

## (25 min)

Put a 5-group mat in front of you. Place 1 blue linking cube in each place on the mat. How many blue cubes do you have?





# Concept Development

Now, put each red linking cube on the mat. What do you notice?

Find the card that shows how many linking cubes are on your mat. We will begin a row of cards, starting with this 10 card. Put it on your desk with the dot side facing up.



# Concept Development

Now, take the last red cube from your card, and put it back in your bag. What do you see?

Find the card that shows how many linking cubes are on your mat. Does it look exactly the same as your 5-group mat?



# Concept Development

Put it next to the 10 on your card now. (Repeat until there is only 1 cube left on the first 5-group mat.)

How many cards are on your mat.



# Concept Development

How many cards do you have left?

Let's put the last card in our row. Does anyone notice anything about the row of cards?



# Concept Development

Put the last cube away, and let's look at our cards.  
Touch each card, and tell how many dots are on it.  
We will go down the row. (demonstrate)



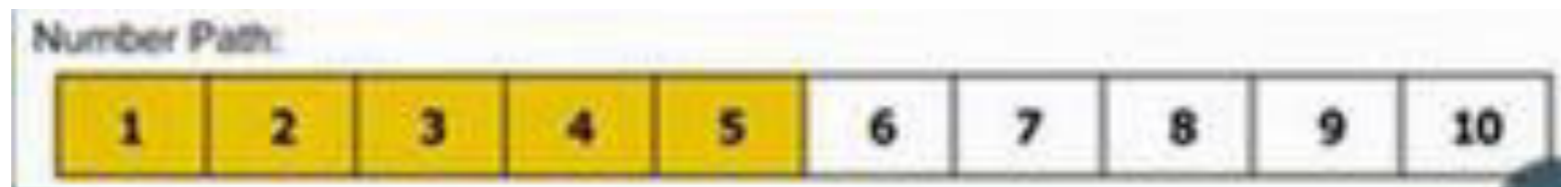
# Concept Development

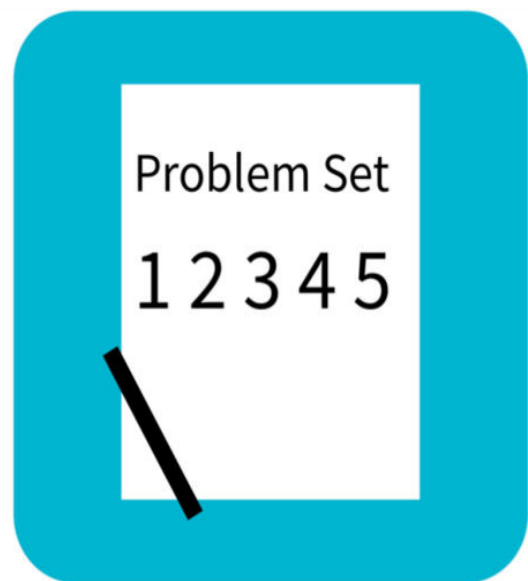
Put your cards in a stack. We will play mix and fix.  
Mix up your cards, and then see how quickly you  
can put them back in a row. Make sure the card  
with 10 dots is on the left!



# Concept Development

I want you to be number detectives! When I point to a number on our number path, I want you to find the dot card that matches. Ready? Hold it up high!  
(Repeat several times)





# Problem Set

## (5 min)

Name \_\_\_\_\_ Date \_\_\_\_\_

Count the dots. Write how many. Draw the same number of dots below, but go up. The number 6 is done for you.

Count the dots. Write how many. Draw the same number of dots below, but go up. The number 4 is done for you.

Count the balloons. Cross out 1 balloon. Count and write how many balloons are left in the box.





# Debrief (8 min)

- How did you count the dots? Did you count the same way as your partner? Did it help to color the 5-dot groups first?
- Did you notice a pattern as you counted? (Focus on the pattern of *1 less*.)