Eureka Math

Kindergarten
Module 4
Lesson 28

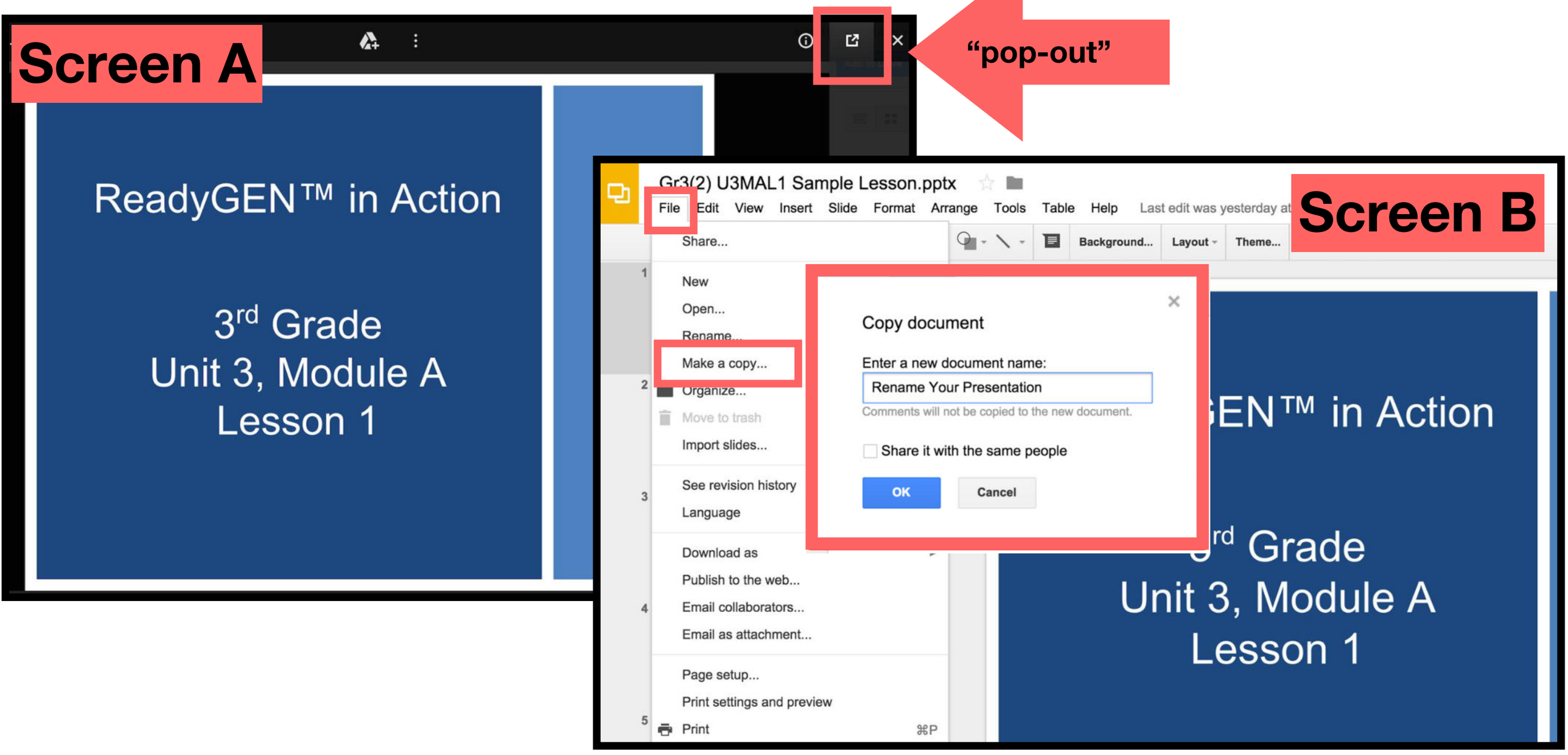
At the request of elementary teachers, a team of Bethel & Sumner educators met as a committee to create Eureka slideshow presentations. These presentations are not meant as a script, nor are they required to be used. Please customize as needed. Thank you to the many educators who contributed to this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

Directions for customizing presentations are available on the next slide.

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.

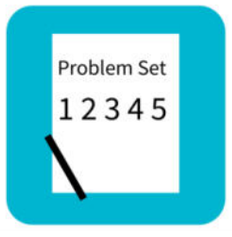


Icons

Read, Draw, Write

Learning Target

Personal White Board

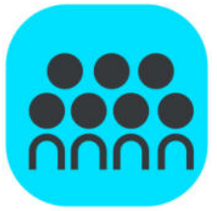


Problem Set

Manipulatives Needed

Fluency

Think Pair Share



Whole Class

Individual

Partner

Small Group

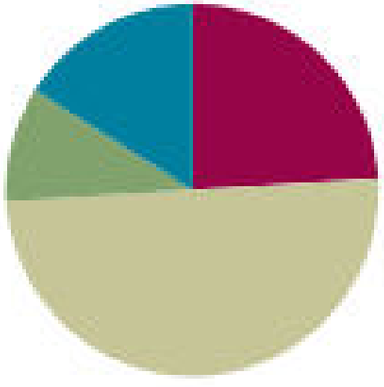
Small Group Time

Lesson 28

Objective: Model decompositions of 10 using fingers, sets, linking cubes, and number bonds.

Suggested Lesson Structure

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



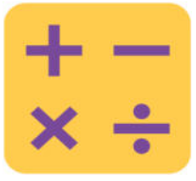
Materials Needed

Teacher

Student

- **6 dot die**
- **Number bonds bracelet**
- **White board**
- **Matching-game cards**
- **Small ball of clay**
- **Linking cube 5 stick**
- **Half sheet of red paper**

I can model decompositions of 10 using fingers, linking cubes, and number bonds.



Race to Zero Subtraction

4 min

1. The partners roll their dice and subtract the number on their die from 5. Both partners state their equations respectively.
2. To win the game, subtract a number from 5 that equals 0 (only by rolling a 5). If neither partner rolls a 5, they both state their subtraction sentences out loud.
3. Both partners roll again and subtract the new number on the die from 5. Both partners state their respective new equations.
4. Continue the subtraction race, rolling the dice and subtracting with speed and accuracy until one of the partners rolls a 5 and says, “5 – 5 = 0.”
5. They must reach 0 exactly, stating each subtraction equation before rolling again.

Number Bond Bracelet
3 minutes

10 beads on your bracelet

Hide some in your hand

How many are showing?

How many are in your hand?

Make 10 Memory Game

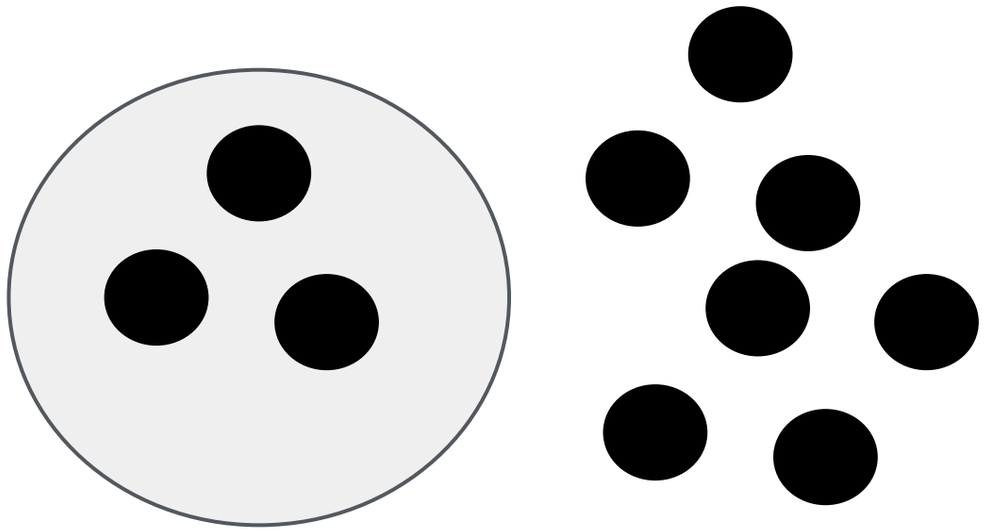
5 minutes

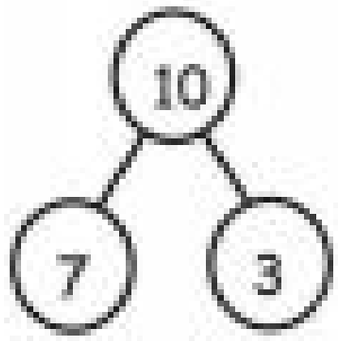
Make matches that equal 10

4	6

Application Problem
5 min

Make 10 little clay “grapes”
Draw a pretty plate on your white board
Put some grapes on the plate...how many are on the plate?
How many are still on the table?
How many grapes altogether?
Draw a number bond and share with your neighbor.





Concept Development
25 min

Can you make some of the number bonds we just practiced using your fingers?

Practice that with your partner.

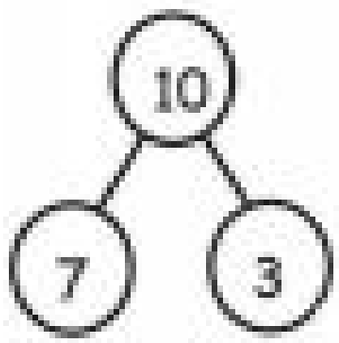
Concept Development
25 min

Let’s go on a picnic!

Our red paper is our picnic blanket and our cubes are ants! Put all the ants on the blanket.

What happens if an ant crawls away?

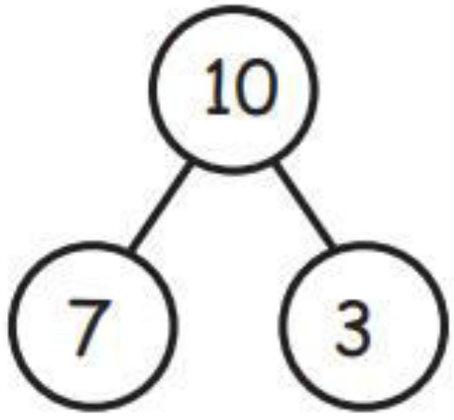
Write a number bond on your white board to show this.



Problem Set-10 min

Name _____ Date _____

These squares represent cube sticks. Look at the linking cube sticks.
Draw a line from the cube stick to the number bond that matches.
Fill in the number bond if it is not complete.



Debrief

- How did you know which number bond to match with which linking cube stick in your Problem Set?
- What did you think about when you had to draw your own linking cube sticks?
- How is what we did today like what we did yesterday with our bracelets?
- How are your fingers like number bonds of 10?
- How can you show 6 and 4 as partners of 10 on your fingers? Is 6 a part or a whole? (Part.) What is the other part? What is the whole?