

# A Day in the Life of a MOST Classroom

Watch Video

## Introductory Activity: Number Talk

Not Shown

### **Introducing New Games**

0:00 - Build up to Ten

- **Type:** Whole Group introduction of game
- Learning Goal: Use of non-counting strategies to make different number combinations up to 10
- Game Play: Using 0–10 number cards and snap cubes, students work together to make a total number of snap cubes equal to the number shown on their card. Different strategies are discussed during game play such as *doubles* and *counting on*.



- o 3:26 Teacher models doubles strategy
- o 5:12 Students begin playing game with a peer partner
- $\circ$  6:00 One pair of students draws a card showing zero
- $\circ$  6:30 Teacher's questioning relates to addition facts within 10
- o 6:55 Teacher suggests counting on as a strategy
- 7:33 Teacher points out *doubles* with a pair of students
- o 8:16 Peer partner models *counting on* for partner
- 9:00 Students gather as a whole group to discuss strategies they used to build their numbers

#### Centers

10:07 – This is an example of how a teacher can pull students for individual work while the others play games at centers.

- Type: Small Group
- Learning Goal: Use current knowledge to think about how numbers combine to a total of up to 10.
- Game Play: Using a rekenrek, students work individually to create number combinations up to ten.
  - o 10:16 Teacher introduces the rekenrek
  - 11:58 Students are asked to make their first number on the rekenrek
  - 13:22 Students are asked to build five on their rack starting with three on the top
  - 14:00 One student shows *counting on* both verbally and with a finger model
  - 16:09 Teacher's questioning relates to addition facts within 10
  - $\circ$  17:12 Both students subitize five while working with their rekenrek
  - 19:37 Teacher models subtraction on rekenrek



1

### **Summary Discussion**

21:14 – Closing each session with a summary discussion can help students deepen their learning.

- **Type:** Whole Group
- Learning Goal: Non-counting strategies learned for future use in addition and subtraction.
  - 21:55 Review of game introduced today (Build up to Ten)
  - 23:56 Review of small group work with teacher



- 26:21 Student offers to demonstrate rekenrek game to whole group (game variation where teacher flashes a set of beads on top and bottom for students to recreate is not shown in video)
- 28:02 Review of game played in Centers (*How Many More to Make Ten* is not shown in video)
- 29:25 Review of game played in Centers (*Dot Ten Memory*)
- o 29:59 Teacher reminds students of the sentence frame used during the game