

# Lesson Plan

## Addition - Adding with Dice to 12

First (1) - Math

### LEARNING TARGET

1. Students will be able to identify numbers 1-6 on a die.
2. Students will be able to add two numbers together using the commutative property.
3. Students will be able to add sums up to 12 using dice visuals and the commutative property.

### LEARNING PROGRESSION

#### PREREQUISITE SKILL

Addition - Adding With Frames to 10

#### EXTENSION SKILL

Addition - Adding with Dominoes to 18

#### DURATION

45-50 Minutes

#### MATERIALS

- Dice visuals (two dice with dots or numbers on them)
- Whiteboard and markers
- Chart paper and markers
- Counters (optional)

#### VOCABULARY

- Add
- Sum
- Commutative property
- Dice
- Plus
- Equals
- Number

### INTRODUCTION

1. Ask students if they have ever played games that involve rolling dice, such as board games or card games.
2. Show the students the dice visuals and ask them to identify the numbers or dots on each die.
3. Explain to the students that today they will be learning how to add numbers together using dice visuals.

## INSTRUCTION

1. Display the chart paper with the commutative property written on it. Explain that the commutative property states that when we add two numbers together, the order of the numbers doesn't matter, and the sum will be the same.
2. Demonstrate how to add two numbers using dice visuals, for example, rolling a 2 and a 3, and placing them next to each other.
3. Model how to use the commutative property to switch the order of the numbers, for example, switching the order of the 2 and the 3 to get  $3 + 2$ .
4. Show how the sum is the same, whether the numbers are in the original order ( $2 + 3 = 5$ ) or in the switched order ( $3 + 2 = 5$ ).

## GUIDED PRACTICE

1. Provide each student with two dice visuals and a whiteboard.
2. Instruct students to roll the dice and write the numbers on their whiteboard.
3. Have students add the two numbers together and write the sum on the board.
4. Remind students to use the commutative property to check their work by switching the order of the numbers and adding again.

## INDEPENDENT PRACTICE

1. Provide each student with a worksheet containing addition problems with dice visuals.
2. Instruct students to solve the problems and write the sum in the blank space provided.
3. Circulate around the room to provide support and guidance as needed.

## HOMEWORK

1. Encourage students to play games with their family that involve rolling dice and adding the numbers together.
2. Provide a worksheet of addition problems with dice visuals as optional homework.

## EXIT TICKET

1. Provide each student with a whiteboard and marker.
2. Instruct students to roll two dice visuals and add the numbers together.
3. Have students write the sum on the board and show their work using the commutative property.

## SUMMATIVE

1. Ask students to share one addition problem they solved using dice visuals and how they solved it.
2. Use their responses to assess their understanding of adding sums to 12 using dice visuals and the commutative property.

## **CLOSING**

1. Review with students what they learned about adding sums up to 12 using dice visuals and the commutative property.
2. Have students share one thing they learned about adding sums using dice visuals and the commutative property.

## **TEACHING TIPS**

- Use manipulatives like counters or larger dice visuals to help students who struggle with fine motor skills.
- Provide opportunities for independent practice with worksheets and games to reinforce learning.
- Incorporate real-world examples and contexts to make the lesson more engaging and relevant to students.

## **MISCONCEPTIONS**

- Students may struggle with identifying the numbers or dots on the dice visuals.
- Students may not understand the concept of adding two numbers together.
- Students may not grasp the commutative property and how it applies to addition.

## **EXTENSION**

1. Students can practice adding sums up to 20 using dice visuals and the commutative property.
2. Students can practice adding three numbers together using dice visuals and the commutative property.
3. Students can play games that involve adding sums using dice visuals and the commutative property.

## **INTERVENTION**

1. For students who struggle with fine motor skills, larger dice visuals or counters can be used.
2. For students who need extra support, a visual aid or diagram can be provided to help them understand the commutative property.

Resource: [IEP Goals for first grade](#)

## **COMMON CORE STANDARD**

1.OA.C.6 - Add and subtract within 20, demonstrating fluency for addition and subtraction within 10. Use strategies such as counting on; making ten; decomposing a number leading to a ten; using the relationship between addition and subtraction.

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