

Unit 2: Building and Explaining the Relationship Between Addition and Subtraction

OVERVIEW

Within this unit, students will consider 10 as a useful organizer, begin to see numbers in relation to 10, and see large numbers as groups of 10 and some more. Students will use number relationships to develop addition and subtraction strategies as they engage in real-world problem-solving. Students will continue to investigate real-life situations via inquiry. They will ask questions for investigation and answer them based on gathered information, observations, and appropriate graphical displays to compare and order the whole numbers. Keenville provides multiple ways to formatively assess student understanding using the following games. These games encourage students to show what they know and can do in a fun, interactive, game-based environment.

1.NR.2.1

Keenville
Sheriff



River
Tubing



N/A

1.NR.2.2

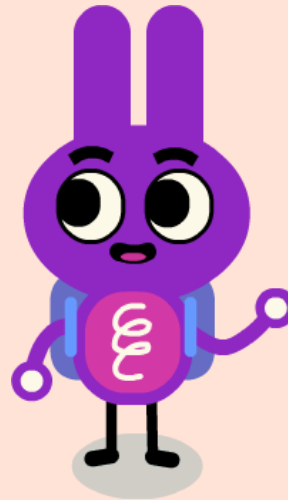
1.NR.2.3

1.NR.2.4

1.NR.2.5

1.NR.2.6

1.NR.2.7



1.MDR.6.1

Bargain
Hunters



1.MDR.6.4

Treat
Factory



Unit 2: Building and Explaining the Relationship Between Addition and Subtraction



STANDARD & GAME ALIGNMENT DESCRIPTION



1.NR.2.1 - Keenville Sheriff

In Keenville Sheriff, students use math strategies to help Sheriff Keen solve the Keens' problems. This game focuses on building numeracy skills by encouraging students to use various interactive strategies to solve word problems. Students will solve word problems involving addition and subtraction using a variety of advanced counting and part-whole strategies.

1.NR.2.1 - River Tubing

In River Tubing, students help Lifeguard Keen put the correct number of Keens into groups based on the missing number in an equation. This game promotes numeracy skills in addition and subtraction within 100. Students will add and subtract numbers 0-20 solving for a number when the result, change, or start is unknown.



1.MDR.6.1 - Bargain Hunters

In Bargain Hunters, students help the Keens choose appropriate measuring tools and measure the items they need for their homes. This game focuses on building measuring skills by encouraging students to use interactive measuring tools to determine the length or height of a given object. Students will order, compare, and measure the length of objects using non-standard units.

1.MDR.6.4 - Treat Factory

In Treat Factory, students help Chef Keen create charts and graphs based on the Keens' treat orders and then interpret the data assembled in the charts and graphs. This game focuses on creating and interpreting tally charts, picture graphs, and bar graphs. Students will observe, gather, and organize data then answer questions aligned to the data.

