

LEGO: Let's Play Math Lesson Plan

Context (InTASC 1,2,3)

Teacher Name: Benjamin L. Strand

Date:

Lesson Topic: Comparing (Math & Music)

Grade Level: Kindergarten

Duration: 30 minutes

Kit Contents: http://odin-primo.hosted.exlibrisgroup.com/nmy:NMY_ALEPH:ODIN_ALEPH007736387

Desired Results (InTASC 4)

Purpose: The purpose of this lesson is for students do a hands-on activity to explore comparing (greater than, less than, equal to) by using DUPLOs.

Standards:

- K.CC.6 – Identify whether the number of objects in one group is greater than, less than, or equal to the number of objects in another group.
- 4.1.5 – Sing in groups.

Objectives:

Students will:

- Build comparisons with DUPLOs.
- Solve addition/subtraction problems.

Student Profile Objectives:

Assessment Evidence (InTASC 6)

Evidence of meeting desired results:

- Working in a small group.
- Observation of building/ solving.
- Comparison Checklist

Student Profile Evidence:

Learning Plan (InTASC 4,5,7,8)

Instructional Strategy: (Check all that apply)

Direct Indirect Independent Experiential Interactive

Technology Use(s): (Check all that apply)

Student Interaction Align Goals Differentiate Instruction Enhance Lesson

Collect Data N/A

Hook and Hold:

Have the students sing with you to the tune of “Are you sleeping?”

When comparing

Students respond “When Comparing”

It’s greater than

It’s greater than

Or it is less than

Or it is less than

Or equal to

Or equal to

REPEAT a few times.

Procedures:

1. Once you are done with the hook and hold, ask the students if they have ever heard of PacMan. If a student or students have heard of it, have them share.
2. Draw a picture of a PacMan on the board.
3. Explain that in the game PacMan, the PacMan wants to eat all of the dots. When comparing two things, we want to “eat” the bigger number!
4. Show them the less than, greater than, and equal signs.
5. Write the numbers 3 and 5 on the board with room in the middle for a comparison symbol.
6. Have the students look at the 3 symbols above the numbers and say aloud “Is 3 less than 5?” “Is 3 greater than 5?” or “Is 3 equal to 5?” Which one is bigger? Which one would PacMan want to eat? Yes! He would want to eat the 5! Draw the less than symbol.
7. REPEAT this with 2 and 7, 5 and 5, and 6 and 1.
8. Once you have done these examples, break into smaller groups (this would be best used in centers or with a para in your classroom to help).
9. With the 2 boards you have in the kit, lay down a comparison symbol in the middle, and explain that you are counting the dots on top of the DUPLOs.
10. Lay down the less than comparison symbol. Put a 4 point block on the left, and put a 6 point block on the right. Have the student repeat after you. “4 is less than 6” while pointing at the blocks and comparison symbol.
11. After you have done that a couple times, lay down the comparison symbol and let them chose blocks on their own.
12. Take pictures of their examples to use for your data binders for

Materials

- Lego: Let’s Play Math Kit
- Comparison Print Outs
- Ipad/Camera
- Checklist Assessment

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your students.

13. While the students are doing the comparison symbols and blocks, do their checklist assessment.
14. After your group or groups have finished, repeat the song! Have the students sing with you to the tune of “Are you sleeping?”

When comparing

Students respond “When Comparing”

It’s greater than

It’s greater than

Or it is less than

Or it is less than

Or equal to

Or equal to

REPEAT a few times.

Review PacMan, and do 2 more comparison problems on the board in front of the whole class!

Summary:

In this lesson, the students will be taught a strategy (PacMan) to help them figure out comparison problems. They will use less than, greater than, or equal to symbols and DUPLOs to “act out” comparison problems. They will also sing a song to help them remember the 3 options when doing a comparison problem.

Reflection (InTASC 9)**Reflect On:**

- *Preparation*
- *Planning*
- *Teaching*
- *Student Engagement and Participation*
- *Evidence of Student Learning*

This project was made possible in part by the Institute of Museum and Library Services. [SP-02-15-0044-15]