

## Hubbub Lesson Notes

### **K.NR.5 Explain the concepts of addition, subtraction, and equality and use these concepts to solve real-life problems within 10.**

- K.NR.5.1 Compose (put together) and decompose (break apart) numbers up to 10 using objects and drawings.
- K.NR.5.2 Represent addition and subtraction within 10 from a given authentic situation using a variety of representations and strategies.
- K.NR.5.3 Use a variety of strategies to solve addition and subtraction problems within 10.
- K.NR.5.4 Fluently add and subtract within 5 using a variety of strategies to solve practical, mathematical problems.

#### **Materials:**

- Two-color counters (five per pair of students)
- Ten-frames (one for each student - or one double ten-frame per pair of students)
- Connecting cubes or Unifix cubes (10 per student for keeping score)

#### **Opening the lesson:**

Begin with Notice and Wonder or Same and Different.

Ask students, "I wonder what other patterns of red and yellow dots would make 5." Talk with your partner about some other ways to make 5 with red and yellow dots.

Ask students to share their thinking. Looking for  $4 + 1$  and  $5 + 0$ . I expect that students will not think of  $5 + 0$ . If they don't, bring out the counters and ask, "If I shake these onto the table, how might they land?" "Could I get  $4 + 1$  and  $3 + 2$ ?"

#### **Introducing the game:**

Hubbub. The object of the game is to get 10 points before your partner. If you get to 10 first, you win the game. Here's how you play:

1. When it is your turn, pick up the 5 counters and shake them in both hands, then gently spill them on the table.
2. If you get  $3 + 2$ , you get one point. If you get  $5 + 0$ , you get two points. If you get  $4 + 1$ , you lose your turn.
3. If you get  $3 + 2$  or  $5 + 0$ , your turn continues.
4. To mark your points, use a double ten-frame. Place one cube on the double ten-frame for each point you earn.
5. Continue playing until you shake and spill  $4 + 1$ .
6. The first one to reach 20, wins the game.

Model the game with the teacher on the floor. Review rules with students. Students get with partners to play the game.

Students play the game.

While students play the game, ask students questions like:

- How many points do you have? How do you know?
- How many points do you need to get to 10? How did you figure that out?
- What do you hope to roll next? Why? IF you roll 5 yellow and 5 red (5 and 0) for 3 more times, what will your score be?
- How many 5 and 0's do you need to roll to win? How do you know?
- How many more points do you have than your partner? How did you figure that out?
- What combinations could you roll to win?
- If I had this (show students a filled in five-frame), how might I figure out how many I would need to win the game?