

Fluency Fact Practice- Count on 1 or 2

Video: <https://www.youtube.com/watch?v=MW1I9PxDsbY>

Games:

BUMP (Several different versions)

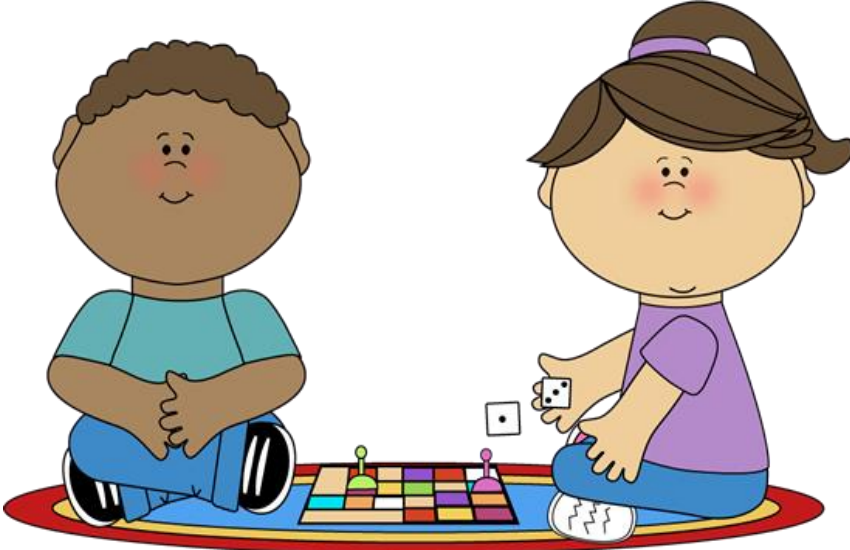
Hop The Line Addition

Online games:

<https://www.splashlearn.com/addition-games> (scroll down to "Add 1")

<https://www.abcya.com/games/addition>

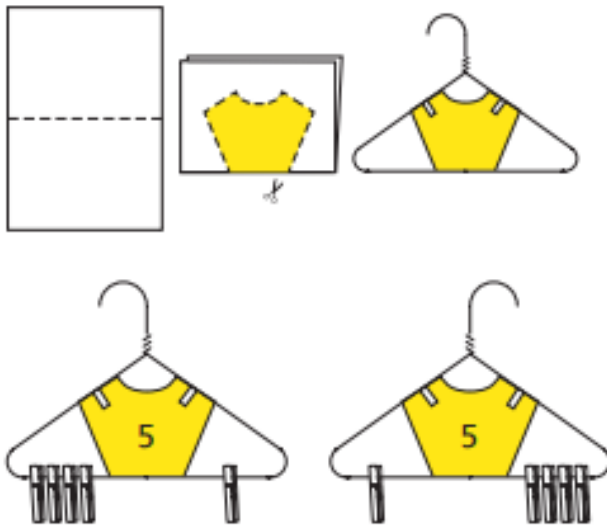
<http://www.sheppardsoftware.com/mathgames/catchthestars/addition/catchthestarsAdd2.htm>



Count-on-1 Turnarounds

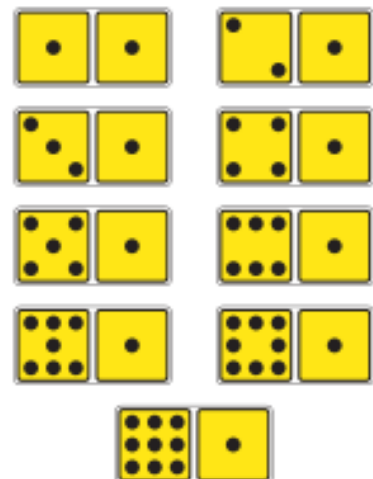
Introduce

- ▶ Make a laminated “shirt” for a coat hanger as shown below. On both sides of the shirt write the numeral 5. Attach four clothespins (pegs) on one side and one clothespin on the other and display it to the students so that the four pins are on their left-hand side.



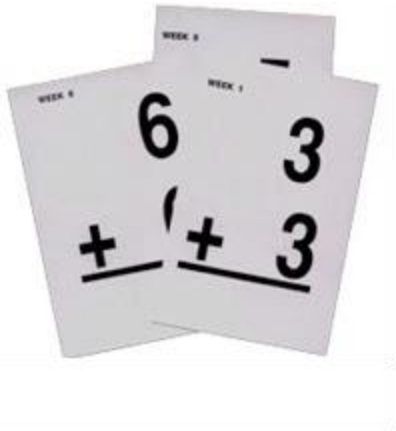
Ask, **What fact can you see?** (Four add one is five.) Turn the coat hanger to show the other side. Ask, **What fact can you see now?** (One add four is five.) **What do you notice?** Discuss how the parts and the totals are the same, but the order of how the parts are added has changed. Say, **Four add one is the same as one add four. These are called turnaround facts.** Erase the numeral on the “shirt” and repeat with other totals from 2 to 10.

- ▶ Show a domino that has six dots on the left-hand side and one dot on the right as seen by the students. Select an individual to say the expression (six add one). Turn the card to change the position of the dots and ask the student to say the expression they see (one add six). The students should identify the arrangements of dots as turnarounds. Repeat with the dominoes shown below.



- ▶ Use the materials from the previous two activities. Give one student a domino and have them say the expression. Another student can place clothespins (pegs) on the coat hanger to show the same expression. Instruct the rest of the class to write the number fact. Direct the students with the materials to turn them around, while the rest of the class write the turnaround number fact.

Fluency- Addition Tips



If you are unable to print out a game, copy the game onto a piece of paper.

Partners should check each other's answers using an addition chart (one is on the next page), or players can draw a picture. If you don't have [dice](#), you can:

- Make and use numeral cards instead.
- Cut paper into squares and write one number (0- 10) on each square
- Use virtual dice. <https://dice.virtuworld.net/>
- Many games call for game pieces called counters. Students can use coins, bottle caps, paper clips, or game pieces from games at home.
- For [spinners](#), a pencil and a paper clip work well

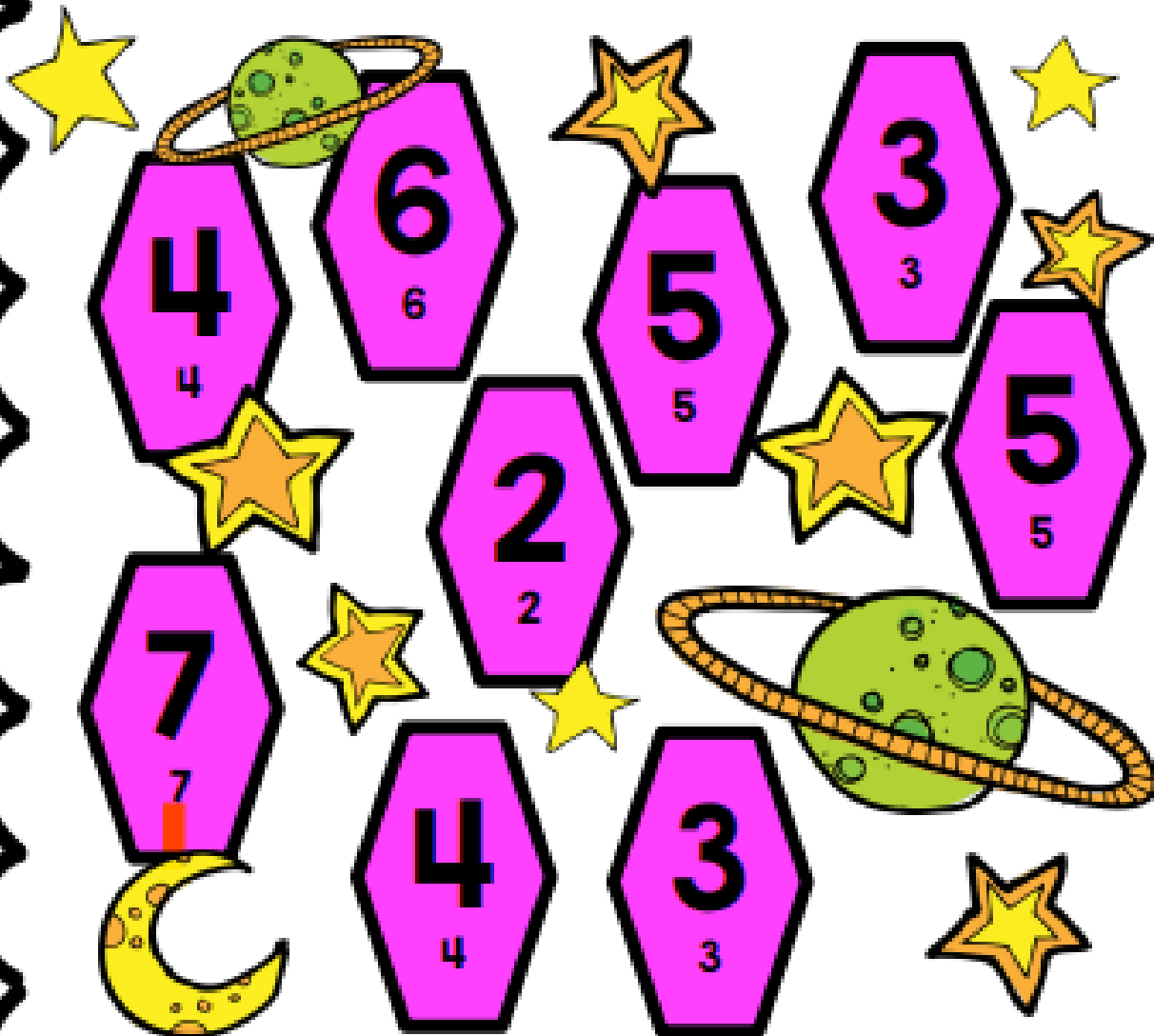
Addition Table (Sums to 20) Color-Coded by Strategy

+	0	1	2	3	4	5	6	7	8	9	10
0	0+0	0+1	0+2	0+3	0+4	0+5	0+6	0+7	0+8	0+9	0+10
1	1+0	1+1	1+2	1+3	1+4	1+5	1+6	1+7	1+8	1+9	1+10
2	2+0	2+1	2+2	2+3	2+4	2+5	2+6	2+7	2+8	2+9	2+10
3	3+0	3+1	3+2	3+3	3+4	3+5	3+6	3+7	3+8	3+9	3+10
4	4+0	4+1	4+2	4+3	4+4	4+5	4+6	4+7	4+8	4+9	4+10
5	5+0	5+1	5+2	5+3	5+4	5+5	5+6	5+7	5+8	5+9	5+10
6	6+0	6+1	6+2	6+3	6+4	6+5	6+6	6+7	6+8	6+9	6+10
7	7+0	7+1	7+2	7+3	7+4	7+5	7+6	7+7	7+8	7+9	7+10
8	8+0	8+1	8+2	8+3	8+4	8+5	8+6	8+7	8+8	8+9	8+10
9	9+0	9+1	9+2	9+3	9+4	9+5	9+6	9+7	9+8	9+9	9+10
10	10+0	10+1	10+2	10+3	10+4	10+5	10+6	10+7	10+8	10+9	10+10

<u>Addition Strategies</u>	Doubles Plus Two
Plus/Minus Zero	Making Ten
Doubles	Plus Ten
Doubles Plus One	Plus Nine (Plus 10 Minus 1)

Space Bump

Addition - Roll 1 and Add 1 More



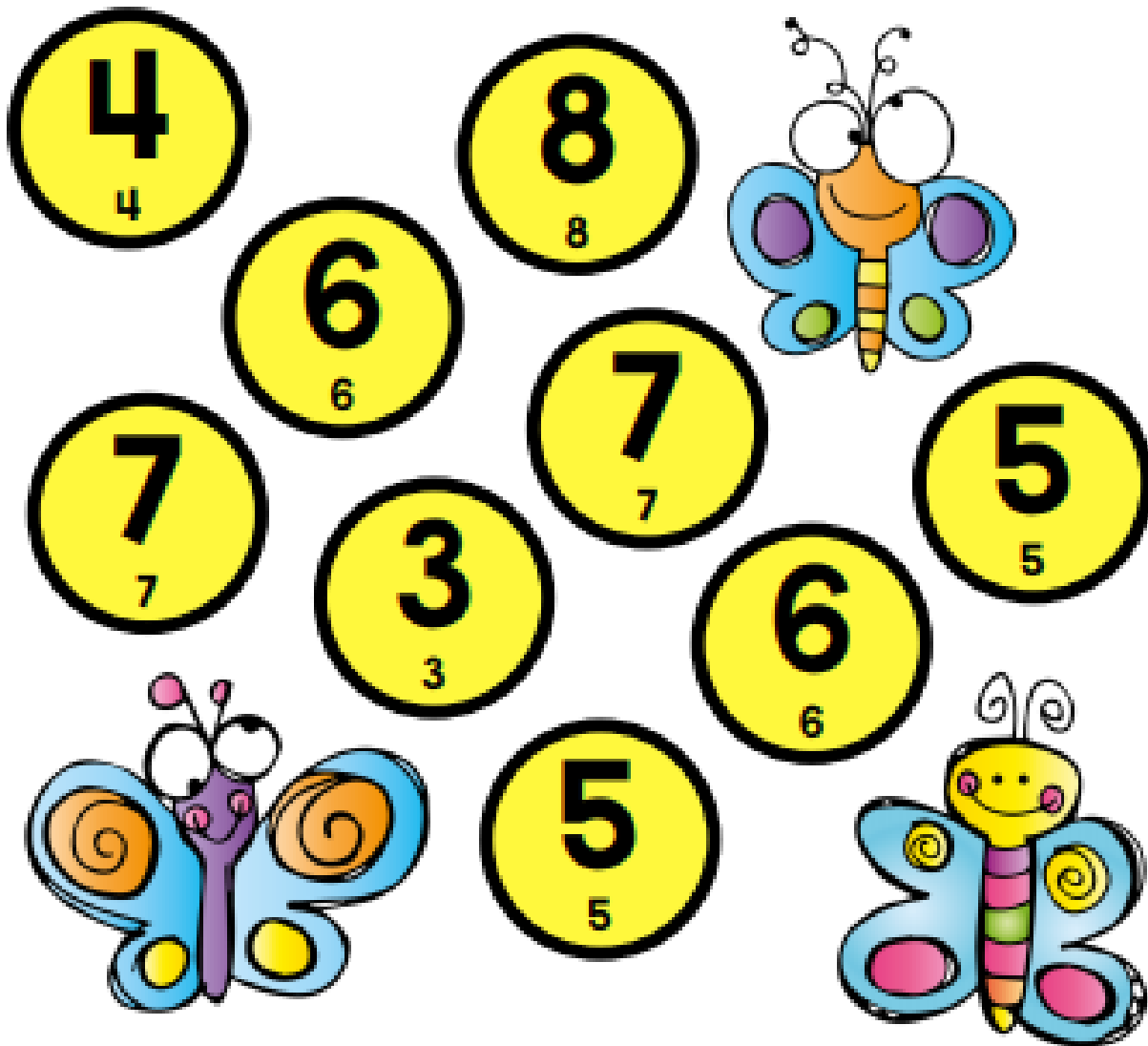
a game for 2 players

Need: 1 dice and 8 counters per player – each player uses a different color

To Play: Players take turns to roll the dice and add 1. Then they cover this number with one of their counters, covering the large number. If another player has covered that number, they can 'bump' that counter off and put one of their own counters on it. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space. You can only 'bump' when there is only one counter on the number. The winner of the game is the first player to use all 8 of their counters.

Butterfly Bump

Addition - Roll 1 and Add 2 More



a game for 2 players

Need: 1 dice and 8 counters per player – each player uses a different color

To Play: Players take turns to roll the dice and add 2. Then they cover this number with one of their counters, covering the large number. If another player has covered that number, they can 'bump' that counter off and put one of their own counters on it. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space. You can only 'bump' when there is only one counter on the number. The winner of the game is the first player to use all 8 of their counters.

Sunshine Bump

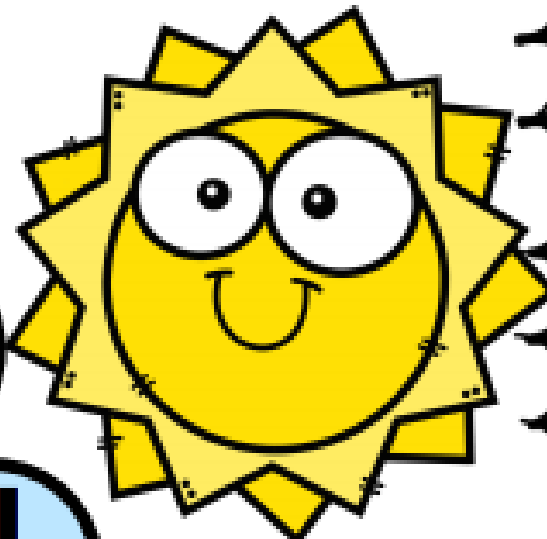
Addition - Roll 2 and Add 1 More

4
4

6
6

12
12

10
10



13
13

5
5

11
11

8
8

7
7

3
3

9
9

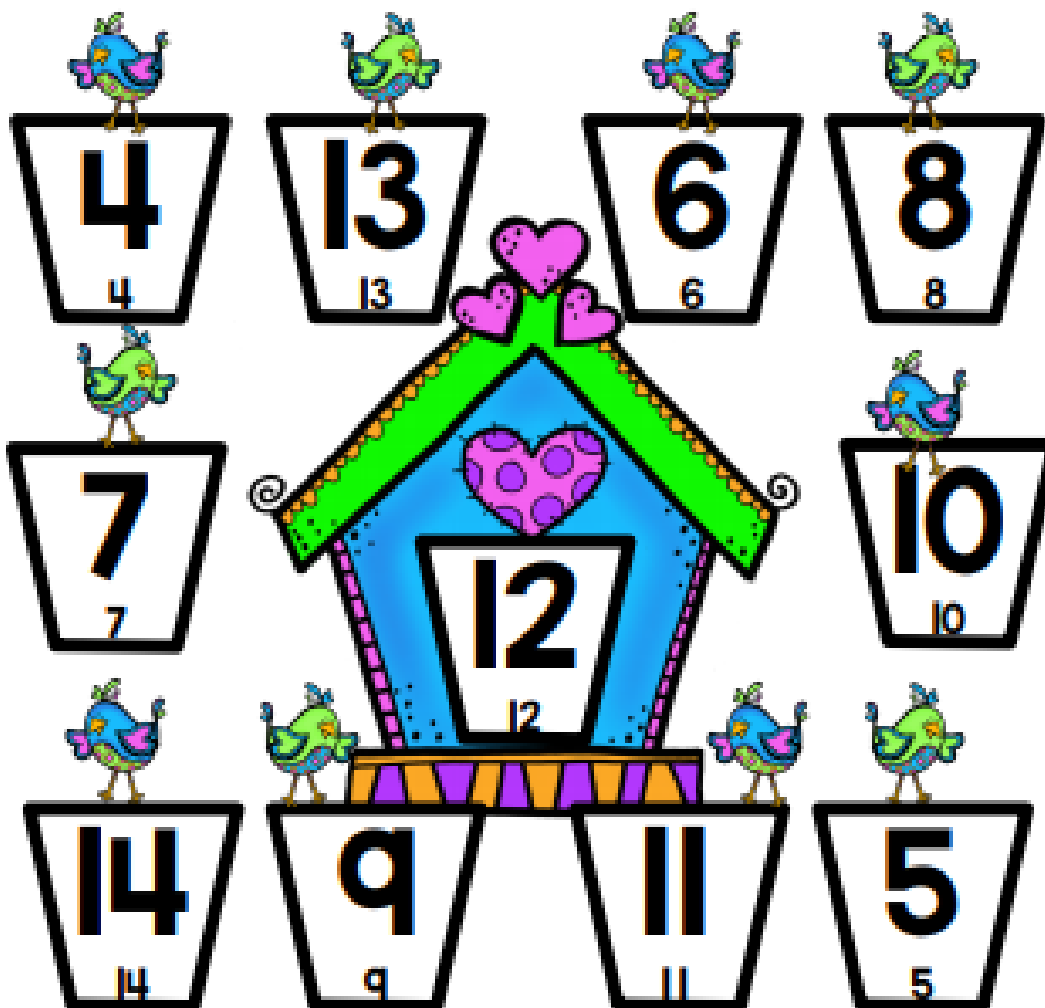
a game for 2 players

Need: 2 dice and 8 counters per player – each player uses a different color

To Play: Players take turns to roll the 2 dice, add the numbers together and then add 1 more. Then they cover this number with one of their counters, covering the large number. If another player has covered that number, they can 'bump' that counter off and put one of their own counters on it. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space. You can only 'bump' when there is only one counter on the number. The winner of the game is the first player to use all 8 of their counters.

Birdhouse Bump

Addition - Roll 2 and Add 2 More



a game for 2 players

Need: 2 dice and 8 counters per player – each player uses a different color

To Play: Players take turns to roll the 2 dice, add the numbers together and then add 2 more. Then they cover this number with one of their counters, covering the large number. If another player has covered that number, they can 'bump' that counter off and put one of their own counters on it. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space. You can only 'bump' when there is only one counter on the number. The winner of the game is the first player to use all 8 of their counters.

Hop the Line Addition Cards

0

1

2

3

4

5

6

7

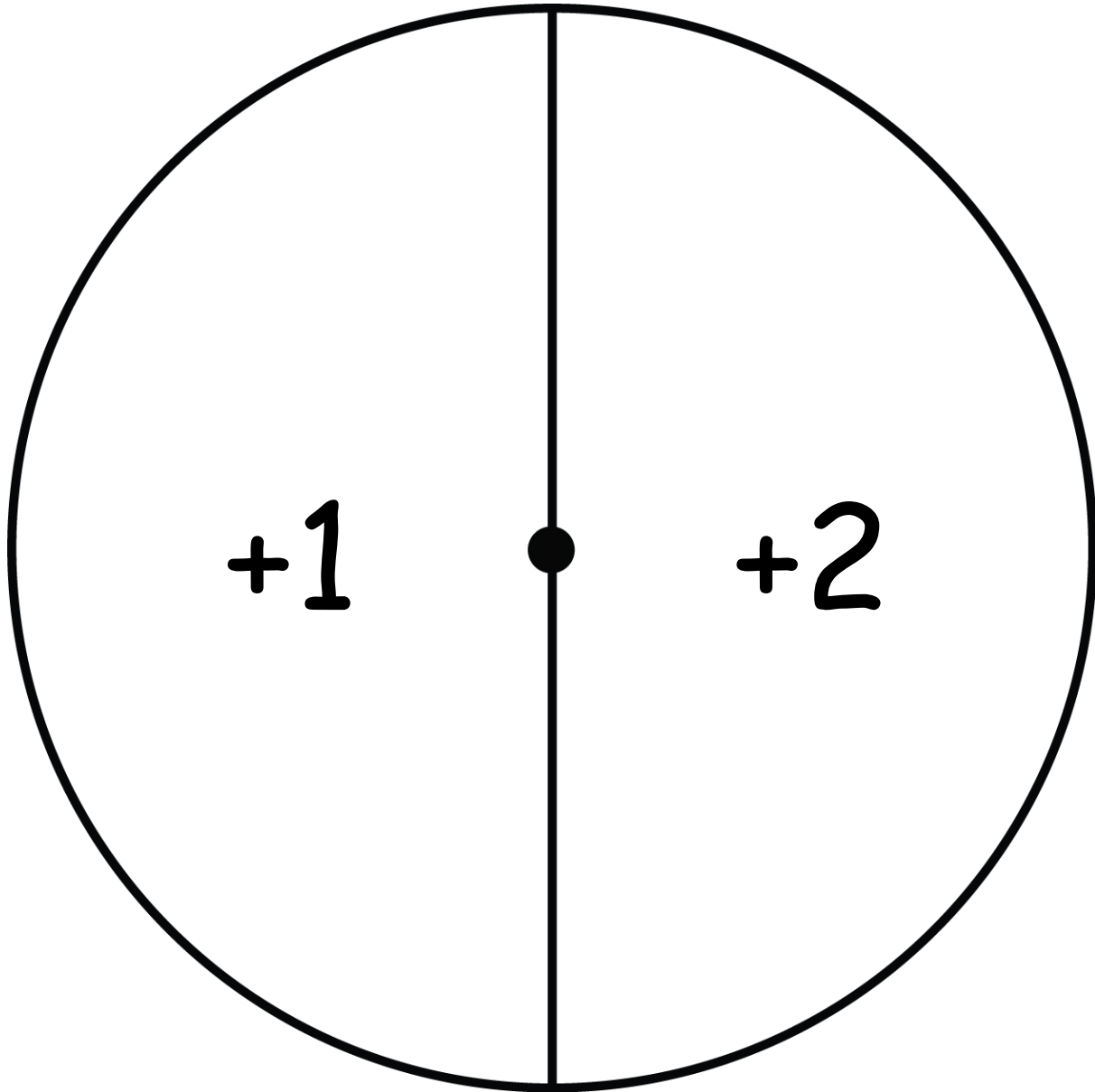
8

9

10

Hop the Line Addition

- Pick a number card.
- Spin the spinner.
- Hop on the number line to show how to add these numbers together.
- Record your addition number sentence.



Name: _____

Hop the Line

- Pick a number card.
- Spin the spinner using a pencil and paper clip.
- Hop on the number line to show how to add these numbers together.
- Record your hops on the number line and write the number sentence on the line below it.

