# Lesson 12: Compare Addition and Subtraction Story Problems

### Standards Alignments

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| --- | --- |
| Addressing | K.CC.A.1, K.OA.A.1, K.OA.A.2 |

### Teacher-facing Learning Goals

* Compare addition and subtraction story problems.
* Solve Add To, Result Unknown and Take From, Result Unknown story problems.

### Student-facing Learning Goals

* Let’s figure out what’s the same and what’s different about these story problems.

### Lesson Purpose

The purpose of this lesson is to solve and compare Add To, Result Unknown and Take From, Result Unknown story problems.

In previous lessons, students solved Add To and Take From, Result Unknown story problems. The purpose of this lesson is to solve Add To, Result Unknown and Take From, Result Unknown story problems with the same context, which gives students an opportunity to focus on the action in each story and how it determines whether they need to add or subtract to solve the problem (MP2).

This lesson has a Student Section Summary.

### Access for:

###  Students with Disabilities

* Representation (Activity 1)

###  English Learners

* MLR8 (Activity 2)

### Instructional Routines

Choral Count (Warm-up)

### Materials to Gather

* Connecting cubes or two-color counters: Activity 1, Activity 2
* Materials from previous centers: Activity 3

### Lesson Timeline

|  |  |
| --- | --- |
| Warm-up | 10 min |
| Activity 1 | 10 min |
| Activity 2 | 10 min |
| Activity 3 | 20 min |
| Lesson Synthesis | 10 min |

### Teacher Reflection Question

Think about a time you recently made a mistake during math class. How did you leverage your mistake to show students that mistakes are just learning in progress?

## Cool-down

(to be completed at the end of the lesson) 0min

Unit 4, Section B Checkpoint

### Standards Alignments

|  |  |
| --- | --- |
| Addressing | K.OA.A.1, K.OA.A.2 |

### Student-facing Task Statement

Lesson observations

### Student Responses

* Accurately retell a story problem in their own words.
* Use objects or drawings to represent a story problem.
* Explain how objects or drawings represent a story problem.