

# Lesson 8: Represent and Solve Story Problems

## Standards Alignments

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

Building Towards K.OA.A.2

## Teacher-facing Learning Goals

- Represent and solve Add To, Result Unknown and Take From, Result Unknown story problems in a way that makes sense to them.

## Student-facing Learning Goals

- Let's show what happens in a story problem and solve it.

## Lesson Purpose

The purpose of this lesson is for students to represent and solve story problems in a way that makes sense to them.

In previous lessons, students made sense of and acted out stories. This is the first lesson where students are introduced to story problems that include a question. In the first activity, students develop questions to go with stories. In the second activity, students represent a story problem and discuss how to solve the story problem. Students may use objects, math tools, or drawings to represent and solve the story problem (MP5).

## Access for:

### Students with Disabilities

- Action and Expression (Activity 2)

### English Learners

- MLR8 (Activity 1)

## Instructional Routines

Act It Out (Warm-up)

## Materials to Gather

- Connecting cubes or two-color counters: Activity 2
- Crayons: Activity 2
- Materials from previous centers: Activity 3

## Lesson Timeline

Warm-up	10 min
Activity 1	10 min
Activity 2	10 min
Activity 3	25 min
Lesson Synthesis	5 min

## Teacher Reflection Question

If you were to teach this lesson over again, which activity would you redo? How would your proposed changes support student learning?

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## Cool-down (to be completed at the end of the lesson)

 0 min

Unit 4, Section B Checkpoint

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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.
- Understand the action in a story problem and act it out or demonstrate it with objects or drawings.
- Use objects or drawings to represent a story problem.