# Lesson 3: Preguntas e historias sobre figuras

### Standards Alignments

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| --- | --- |
| Addressing | K.CC, K.G.B.5, K.G.B.6, K.OA, K.OA.A.1, K.OA.A.2 |

### Teacher-facing Learning Goals

* Tell and solve addition or subtraction story problems involving shapes.

### Student-facing Learning Goals

* Hagamos preguntas sobre figuras.

### Lesson Purpose

The purpose of this lesson is for students to ask and answer mathematical questions about shapes composed of pattern blocks.

In previous lessons, students have answered “how many” questions and comparison questions about shapes composed of pattern blocks. In this lesson, students create a shape out of pattern blocks and brainstorm questions that they could ask about other students’ shapes. Students create and solve story problems about shapes made out of pattern blocks (MP2, MP4).

### Access for:

### Students with Disabilities

* Engagement (Activity 2)

### English Learners

* MLR7 (Warm-up)

### Instructional Routines

Notice and Wonder (Warm-up)

### Materials to Gather

* Colored pencils, crayons, or markers: Activity 3
* Connecting cubes or two-color counters: Activity 2
* Materials from previous centers: Activity 3
* Pattern blocks: Activity 1, Activity 2, Activity 3

### Materials to Copy

* Pattern Blocks Stage 7 Recording Sheet, Spanish (groups of 1): Activity 3

### Lesson Timeline

|  |  |
| --- | --- |
| Warm-up | 10 min |
| Activity 1 | 15 min |
| Activity 2 | 15 min |
| Activity 3 | 15 min |
| Lesson Synthesis | 5 min |

### Teacher Reflection Question

Students shared their thinking multiple times in this lesson. What have you noticed about the language students use? What support can you offer to students who struggle to communicate their ideas orally?

## Cool-down

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

Unidad 7, punto de chequeo de la sección A

### Standards Alignments

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

### Student-facing Task Statement

Lesson observations

### Student Responses

* Count all to determine the total.
* Use objects, drawings, or equations to represent a story problem.