

## Lesson 28: Around the Room (Optional)

### Standards Alignments

Addressing 1.OA.A.1, 1.OA.A.2, 1.OA.B.3, 1.OA.C.6

Building Towards 1.NBT.B.2

### Teacher-facing Learning Goals

- Add within 20 with three addends.
- Write and solve story problems.

### Student-facing Learning Goals

- Let's write addition and subtraction story problems.

### Lesson Purpose

The purpose of this lesson is for students to write and solve their own story problems involving addition and subtraction.

This lesson is optional because it does not address any new mathematical content standards. This lesson does provide students with an opportunity to apply precursor skills of mathematical modeling. In this lesson, students use objects in their classroom to create story problems and equations. When students ask mathematical questions that arise from a situation and use mathematical features of a situation to solve a problem, they model with mathematics (MP4).

### Access for:

#### Students with Disabilities

- Representation (Activity 1)

#### English Learners

- MLR7 (Activity 3)

### Instructional Routines

Notice and Wonder (Warm-up)

### Materials to Gather

- Connecting cubes or two-color counters: Activity 1, Activity 3
- Double 10-frames: Activity 1, Activity 3
- Tools for creating a visual display: Activity 2

### Lesson Timeline

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

### Teacher Reflection Question

What part of the lesson went really well today in terms of students' learning? What did you do that made that part go well?