

# Lesson 9: All of the Story Problems

### Standards Alignments

|  |  |
| --- | --- |
| Addressing | K.CC.A.1, K.CC.A.2, K.OA.A.1, K.OA.A.2, K.OA.A.3 |

### Teacher-facing Learning Goals

* Solve addition and subtraction story problems.

### Student-facing Learning Goals

* Let’s solve story problems.

### Lesson Purpose

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

In a previous unit, students solved Add To, Result Unknown and Take From, Result Unknown story problems. In previous lessons, students solved Put Together, Total Unknown and Put Together/Take Apart, Both Addends Unknown story problems. In this lesson, students solve familiar types of story problems. Because the types of story problems are mixed, students need to make sense of what the story is asking them to do (MP1). Then, students create their own story problem.

This lesson has a Student Section Summary.

### Access for:

### Students with Disabilities

* Representation (Activity 2)

### English Learners

* MLR7 (Activity 1)

### 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 | 15 min |
| Activity 2 | 15 min |
| Activity 3 | 15 min |
| Lesson Synthesis | 5 min |

### Teacher Reflection Question

Unlike talking, listening is a difficult thing to observe. At what points in the lesson did you observe students listening to one another’s ideas today in class? What indicators do you have that they were listening?

## Cool-down

(to be completed at the end of the lesson)

0min

Unit 5, 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.
* Use labels, colors, numbers, or other methods to represent the 2 groups in a story problem.