Lesson 7 Objective: Take from 10 within 20.

Suggested Lesson Structure

- Fluency Practice (10 minutes)
- Concept Development (25 minutes)
- Application Problem (15 minutes)
 Student Debrief (10 minutes)
- Total Time (60 minutes)

Fluency Practice (10 minutes)

Take Out Ten and Subtract 2.NBT.5 (10 minutes)

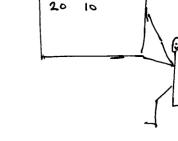
Take Out Ten and Subtract (10 minutes)

Materials: (S) Personal white board

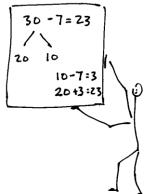
Note: Taking out ten reviews subtracting a single digit from a two-digit multiple of ten ones.

- T: Write 30 7 on your boards.
- T: Let's take out 10 from 30 using a number bond. Show the ten on the right.
- T: Show me your board.
- S: (Show number bond.)
- T: Read the parts from left to right.
- S: 20 and 10.
- T: 10 7 is ...?
- S: 3.
- T: 20 + 3 is ...?
- S: 23.
- T: So, 30 7 is ...?
- S: 23.

Continue with the following possible sequence: 40 - 7, 50 - 5, 70 - 5, 80 - 8, 90 - 8.

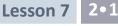


30-7



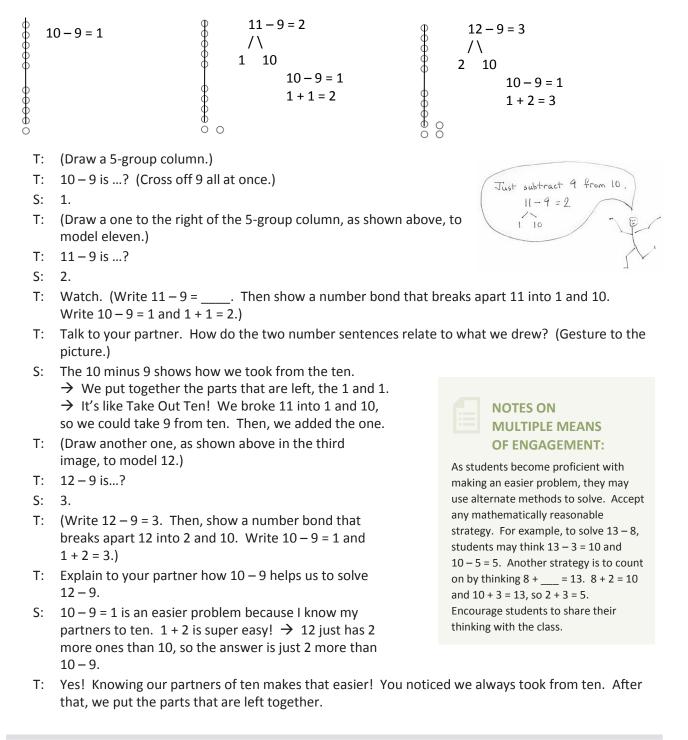






Materials: (S) Personal white board









91

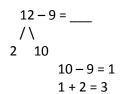
Lesson 7

Part 2: Subtraction of single-digit numbers from teen numbers without drawings.

Note: Following Part 1's work with drawing the 5-group column, model the use of just the number bond to solve. However, give students the option to draw or use their fingers.

- T: Watch how I solve without a drawing. (Write 12 9 =_____ with a number bond breaking apart 12 into 2 and 10.)
- T: What is the first step to solve?
- S: Take from 10.
- T: Give me the number sentence to take from ten.
- S: 10 9 = 1.
- T: (Write 10 9 = 1.) What is the next step?
- S: Add the parts that are left.
- T: Give me the number sentence.
- S: 1 + 2 = 3.
- T: (Write 1 + 2 = 3.)
- T: We can do this another way! Show me 12 fingers.
- S: We only have 10.
- T: Put 2 pretend fingers in your mind.
- S: Okay!
- T: Let's subtract 12 9.
- T: Take 9 from your real fingers all at once.
- S: (Put down 9 fingers.)
- T: How many fingers are left?
- S: 1 finger.
- T: You forgot about your pretend fingers! We are solving 12 9, not 10 9.
- S: Oops! 3 fingers.
- T: So, what is 12 9? Say the complete number sentence.
- S: 12 9 = 3.

Repeat the process using the following suggested sequence: 12-8, 11-5, 13-6, and 11-7. Using personal white boards, students record solutions with number bonds. Allow them to use pretend fingers, if needed.



Lesson 7



10 fingers..... 2 pretend fingers



1 finger...... 2 pretend fingers



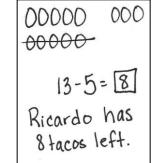
Students working below grade level might use ten-sticks of linking cubes or drawings of 5-groups to assist in understanding the take from ten strategy. To bridge back to solving numerically, encourage students to visualize to avoid overdependence on the models.

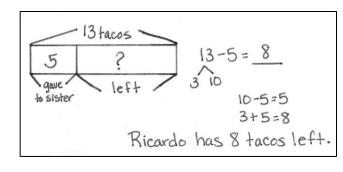




Application Problem (15 minutes)







Note: This *take from change unknown* problem provides practice in recognizing that the missing part can be found by subtracting or adding on. A flexible understanding of the relationship of addition to subtraction and parts to totals is also necessary to use Level 3 strategies. The allotted time period of 15 minutes includes 5 minutes to solve the Application Problem and 10 minutes to complete the Problem Set.

Problem Set (10 minutes)

MP.5

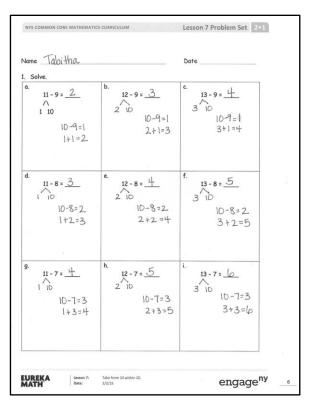
Students should do their personal best to complete the Problem Set within the allotted 10 minutes. For some classes, it may be appropriate to modify the assignment by specifying which problems they work on first. Some problems do not specify a method for solving. Students should solve these problems using the RDW approach used for Application Problems.

Student Debrief (10 minutes)

Lesson Objective: Take from ten within 20.

The Student Debrief is intended to invite reflection and active processing of the total lesson experience.

Invite students to review their solutions for the Problem Set. They should check work by comparing answers with a partner before going over answers as a class. Look for misconceptions or misunderstandings that can be addressed in the Debrief. Guide students in a conversation to debrief the Problem Set and process the lesson.







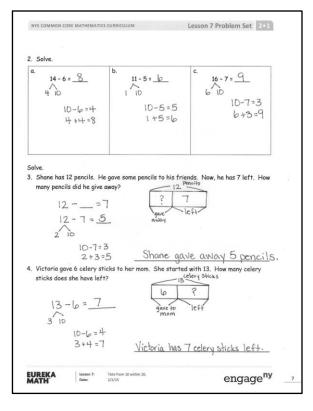


Any combination of the questions below may be used to lead the discussion.

- Look at Problem 1. What patterns do you see?
- Look at Problem 2(a). How does knowing your partners of 10 help you solve both 14 – 8 and 14 + 8?
- What do you have to know to be able to use the take from ten strategy?
- What do you think the math goal of this lesson was? What would be a good name for this lesson?

Exit Ticket (3 minutes)

After the Student Debrief, instruct students to complete the Exit Ticket. A review of their work will help with assessing students' understanding of the concepts that were presented in today's lesson and planning more effectively for future lessons. The questions may be read aloud to the students.

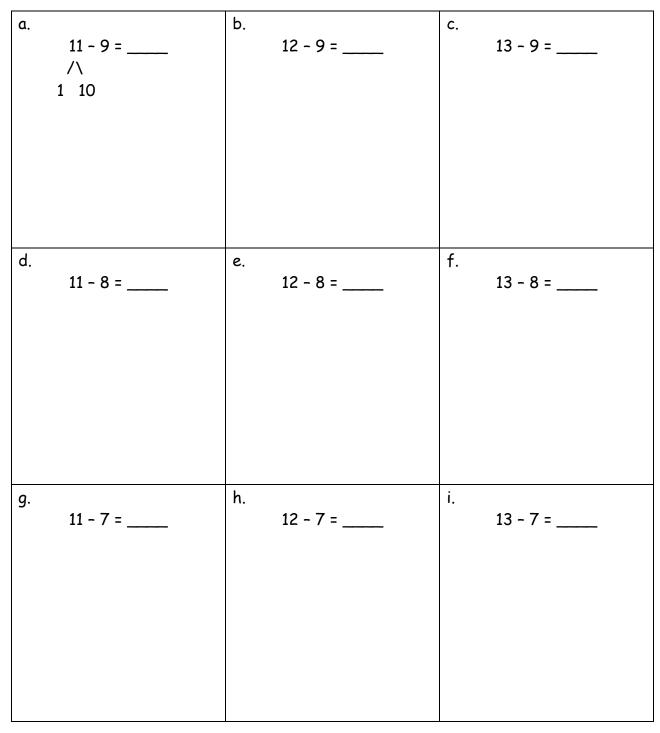








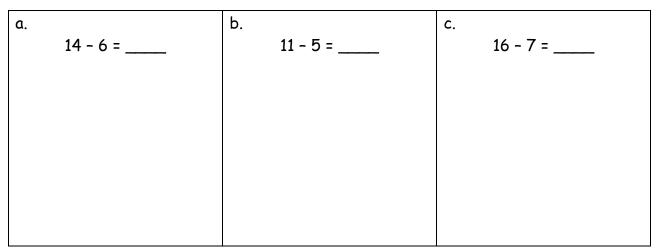
1. Solve.







2. Solve.



Solve.

3. Shane has 12 pencils. He gives some pencils to his friends. Now, he has 7 left. How many pencils did he give away?

4. Victoria gave 6 celery sticks to her mom. She started with 13. How many celery sticks does she have left?





NYS C	COMMON	CORE N	ATHEMATICS	CURRICULUM
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Name		Date					
Solve.	Solve.						
1.		2.					
	15 - 7 =		14 - 6 =				



from 10 within 20.



1. Take out ten.

17 /\ 7 10	14	18
13	16	19

2. Solve.

10 - 2 =	10 - 7 =	10 - 6 =
10 - 5 =	10 - 8 =	10 - 9 =

3. Solve.

a. 14 - 9 = /\ 4 10	10 - 9 = 1 1 + 4 =	b. 15 - 8 =
c. 13 - 7 =		d. 12 - 8 =



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Solve.

4. Robert has 16 cups. Some are red. Nine are blue. How many cups are red?

_____ cups are red.

5. Lucy spent \$8 on a game. She started with \$14. How much money does Lucy have left?



