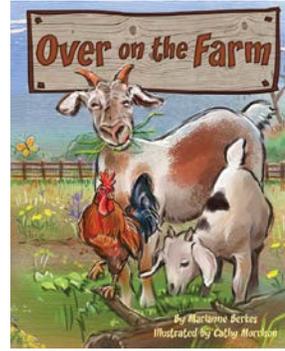


## ***Adding Up the Animals***

### **Introduction**

In the book *Over on the Farm*, children are introduced to ten baby animals that live on a farm. Each of the babies is associated with a number, 1 to 10. In this lesson, children use a set of Counting Cards to practice adding numbers that equal ten. (grades preK-3)



### **Materials**

- The book *Over on the Farm*
- “Counting Fun” handout, included in this pdf

### **Procedure**

1. Teacher Prep: Print and cut “Counting Fun” handout to create a set of cards. Depending on the size of your class, you may want to make more than one set.
2. Read aloud *Over on the Farm*, counting the number of babies on each page. Then play an adding game using the “Counting Fun” cards. The object of the game is for students to find cards that equal the number 10.
3. Place the cards face down. Have Student A draw a card and identify the animal and the number of babies. Then have Student B draw a card and identify the animal and the number of babies. Write the equation on the board. If the number of babies adds up to 10, begin a new round. For example: If Student A drew “calves 3” and Student B drew “owlets 7,” you would write the equation  $3 + 7 = 10$  on the board. Because the total was “10,” begin a new round with two new students.
4. However, if Student B drew “goats 2,” the equation is  $3 + 2 = 5$ . Since the cards do not add up to 10, the “goats 2” card is placed face down. Choose Student C to draw a card. Different students continue to choose cards until the equation equals 10.
5. Continue playing new rounds until all students have had a turn.

Variations: Young children may not write the equations; they would simply count the babies. Older children may use three or more numbers for an equation adding up to 20.

### **Standards Alignment**

#### **Next Generation Science (DCI K-3)**

##### *Life Science*

LS1 From Molecules to Organisms: Structures and Processes

#### **Common Core (Math K-2)**

Content: K.OA.A.4; 1.OA.D.7; 2.OA.B.2

