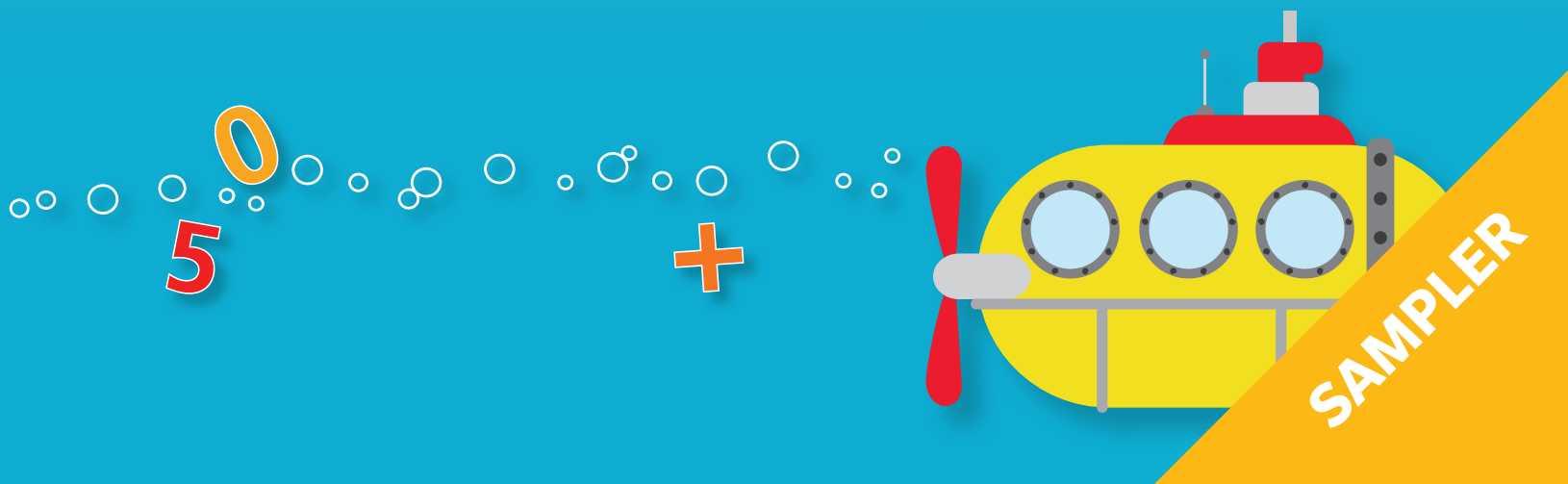


# Using **Osmo** Numbers with

# GO MATH!

Kindergarten through Grade 4





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# Count by Ones

Activity Plans tie **Osmo™** game experiences to the content of specific **GO Math!®** lessons.

## GRADES

K/1

Use with Grade K Lessons 8.3 and 8.5 or Grade 1 Lesson 6.1.

## ENVIRONMENT

partners

## MATERIALS

two-color counters  
Secret Code Cards  
Counting Chart 1–30 workmat

## OSMO™ NUMBERS

**Add** *Level 9* (numbers 3–10),  
*Level 10* (numbers 6–13),  
*Level 11* (numbers 9–16),  
*Level 16* (numbers 15–30)

## OBJECTIVE

Know the count sequence when counting by ones.

## CCSSM

K.CC.A.1, K.CC.A.2, 1.NBT.A.1  
Mathematical Practices:  
MP2, MP7, MP8

## Activity 8

Set up the Osmo station with two-color counters, Secret Code Cards, and the Counting Chart 1–30 workmat out of Osmo’s view.

To begin the activity, the child views the Osmo screen to choose a poppable number. That child then places a counter over the poppable number on the Counting Chart 1–30 workmat. The partner identifies the covered number. If correct, the partner uses the Secret Code Cards to make the number and places the cards in front of Osmo to pop the number. For example, the child chooses 15 as the poppable number and places a counter over 15 on the workmat. The partner identifies 15, uses the 10 and 5 Secret Code Cards to make 15, and places 15 in front of Osmo to pop the number 15 bubble.

- Show children the Counting Chart 1–30 workmat. Have them use the workmat to take turns as they count from 1 to 30.
- Make sure children understand how to make numbers using the Secret Code Cards. Have them make numbers such as 11 or 29.

## How to Play

1. Locate the **Add** section and choose *Level 11: Watermelon Sea*. Provide each child with a copy of the Counting Chart 1–30 workmat.
2. The child hides the Osmo screen from the partner, and chooses a poppable number. He or she then places a two-color counter over the poppable number on the Counting Chart 1–30 workmat.
3. The partner identifies the number covered by the counter. If correct, he or she uses Secret Code Cards to make the number. The partner places the cards in front of Osmo to pop the number.
4. If the partner does not identify the correct number, the child reveals the number.
5. Children switch roles and start a new round. The activity ends when each child has played at least five rounds in each role.

## Activity Option

- For Grade K struggling children, start with *Level 9* and gradually progress to *Level 11*.
- Challenge Grade K to use *Level 16*. To make the activity more challenging, the child covers two poppable numbers with counters. If the partner gets both numbers correct, he or she can pop both numbers.
- For Grade 1, use *Level 16* as a review activity for extending the count sequence. Have the child cover 3 or more numbers. If the partner gets all of the numbers correct, the partner can pop all of the covered numbers.



# Add Two 1- or 2-Digit Numbers

**GRADES**

1/2

Use with Grade 1 Lesson 8.7 or Grade 2 Lessons 4.2–4.8.

**ENVIRONMENT**

partners or small groups

**MATERIALS**

base-ten blocks  
Secret Code Cards (1–10, 20)  
Fishy Addition worksheet

**OSMO™ NUMBERS**

Add *Level 16* (numbers 15–30)

**OBJECTIVE**

Find the sum of two 2-digit numbers or the sum of one 2-digit number and one 1-digit number.

**CCSSM**

1.NBT.C.4, 2.NBT.B.5  
Mathematical Practices:  
MP2, MP4, MP6, MP7

Activities help students build fluency and mathematical reasoning skills in a game-like environment.



## Activity 34

Set up your Osmo station with Secret Code Cards and base-ten blocks.

Working in pairs or in small groups, children first complete the exercises on the Fishy Addition worksheet. After choosing a bubble to pop, children find the bubble number as a sum on the completed worksheet and place the addends for that sum in front of Osmo. For example, to pop 15, the child finds the two addends, 11 and 4, that have a sum of 15 on the worksheet. The child then places the Secret Code Cards for 11 and 4 in front of Osmo.

- Before beginning the activity, review with children strategies for finding the sum of two 2-digit numbers or the sum of one 2-digit and one 1-digit number.
- Explain that each child in the group must complete the worksheet before anyone can begin popping bubbles. The sums on the worksheet are the numbers in the bubbles. Children will color the circle around each exercise number after the first bubble with that number pops.

### How to Play

1. Children first complete the Fishy Addition worksheet. Children may use base-ten blocks or drawings to help them find each sum.
2. Locate the **Add** section and choose *Level 16: Cake Cove*.
3. Children take turns selecting a poppable number and then finding that sum on their worksheets. Children use Secret Code Cards to make the two addends in that exercise and then slide the cards in front of Osmo. If the bubble pops, the child who pops the bubble colors the circle around the exercise number on his or her worksheet.
4. If the chosen bubble does not pop, the child corrects the sum on his or her worksheet but must wait until the next turn to attempt to pop a bubble.
5. Play continues until all the sums on each child's worksheet are verified as correct. If the game ends before children have verified all of their sums, restart *Level 16*.

### Activity Options

- For Grade 1, children can draw quick pictures as needed.
- Once all exercises on the worksheets have been verified as correct, challenge children to write and solve other addition problems that have a sum of 15–30.
- Use this activity as challenge for Grade 1 children.






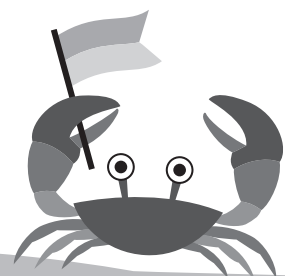
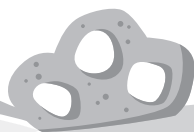
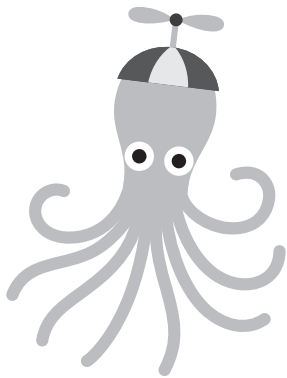
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Worksheets accompany the *Osmo* Activities and provide space for students to record results and interactions with *Osmo*.

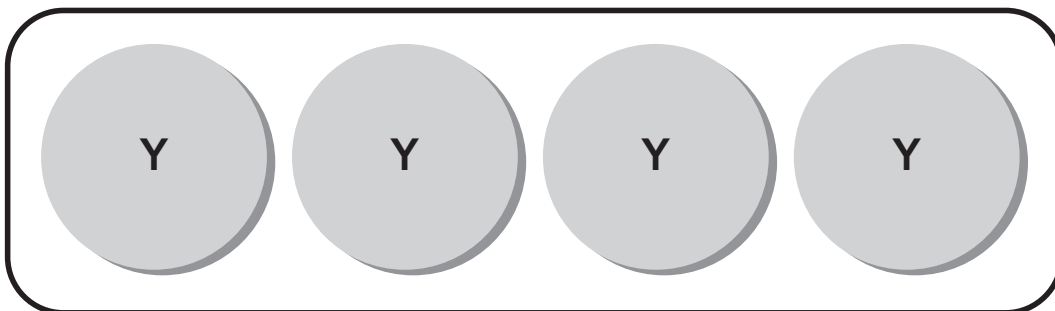
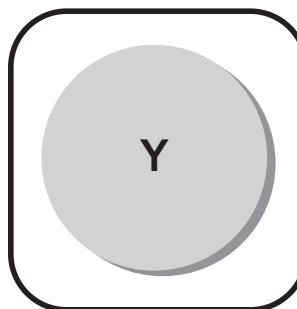
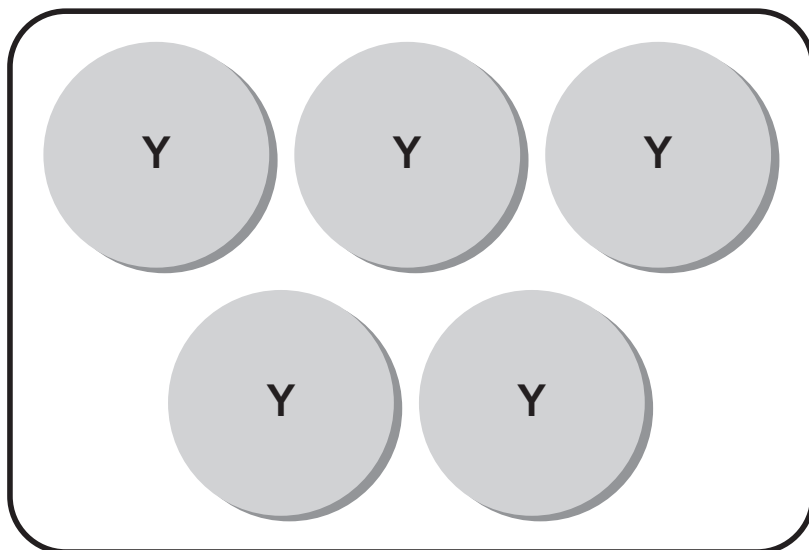
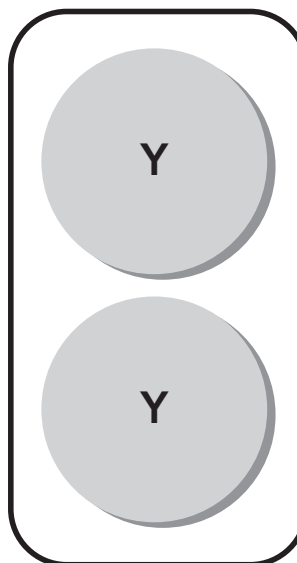
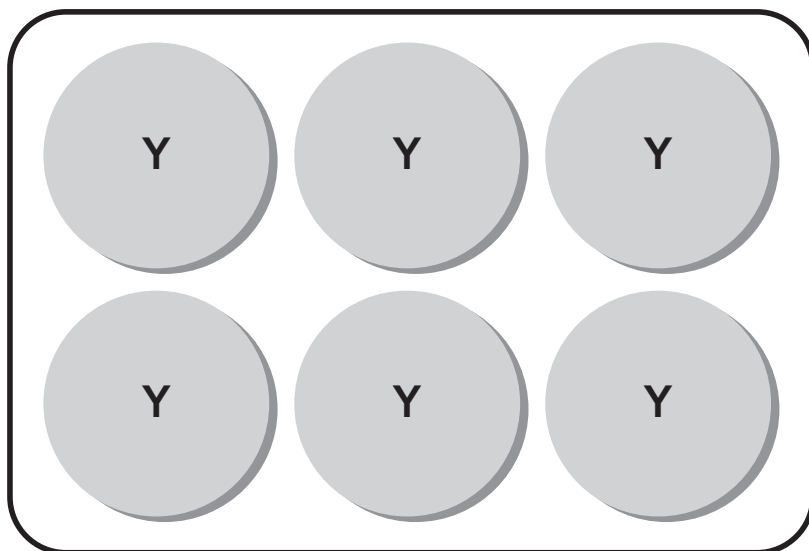
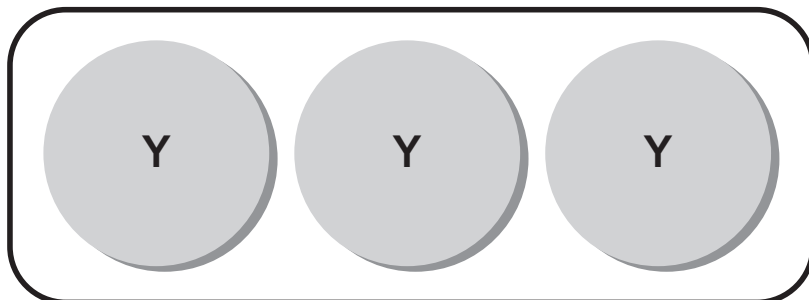
# Dot Bubble Pop

Complete the tally chart.

Dot Tiles Used to Pop Bubbles		Total
 5-dot		
 2-dot		
 1-dot		



Workmats are used by students to interact with Secret Code Cards, Counters, **Osmo** Number Tiles, and the **Osmo** device.





## INCLUDES

- **Activity Plans** that integrate Osmo Numbers with *GO Math!* instruction
- **Worksheets** for recording answers and organizing work
- **Workmats** for using manipulatives, such as Secret Code Cards and Osmo tiles
- **Correlations** to *GO Math!* © 2015, *California GO Math!* © 2015, and *Texas GO Math!* © 2015



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