## Lesson 14: Torres de 10

## Standards Alignments

Addressing<br>K.CC.A.3, K.OA.A. 4<br>Building Towards<br>K.OA.A. 3

## Teacher-facing Learning Goals

- Find the number that makes 10 when added to a given number.


## Student-facing Learning Goals

- Averigüemos cuántos cubos están escondidos.


## Lesson Purpose

The purpose of this lesson is for students to practice finding the number that makes 10 when added to a given number.

In previous lessons, students composed and decomposed 10 in multiple ways and found the number that makes 10 when added to a given number. In this lesson, students determine how many cubes are hidden when a tower of 10 connecting cubes is broken into 2 parts and only 1 part is visible. Determining how many more are needed to make 10 is more challenging with connecting cubes than with a 10 -frame or fingers because students cannot use the structure of the 10 -frame or fingers and simply count the empty squares or the fingers that are down. The goal of the lesson synthesis is for students to reflect on the different tools they have used to compose and decompose 10.

This lesson has a Student Section Summary.
Access for:

## (a) Students with Disabilities

- Action and Expression (Activity 2)


## Instructional Routines

What Do You Know About $\qquad$ ? (Warm-up)

## Materials to Gather

- 10-frames: Activity 1, Activity 2
- Connecting cubes: Activity 1, Activity 2
- Materials from previous centers: Activity 3


## English Learners

- MLR8 (Activity 2)
- Two-color counters: Activity 1, Activity 2


## Lesson Timeline

| Warm-up | 10 min |
| :--- | ---: |
| Activity 1 | 15 min |
| Activity 2 | 10 min |
| Activity 3 | 20 min |
| Lesson Synthesis | 5 min |

## Cool-down (to be completed at the end of the lesson) <br> (1) 0 min

Unidad 5, punto de chequeo de la sección C

## Standards Alignments

Addressing K.OA.A. 4

## Student-facing Task Statement

Lesson observations

## Student Responses

- Given a number, use the structure of 10-frames or fingers to determine how many more are needed to make 10.
- Given a number, use connecting cubes to determine how many more are needed to make 10.
- Given a number, know how many more are needed to make 10.

