

## Lesson 9: Resolvamos problemas-historia

### Standards Alignments

Addressing K.CC.A.3, K.CC.B.5, K.OA.A.1, K.OA.A.2

### Teacher-facing Learning Goals

- Solve Add To, Result Unknown and Take From, Result Unknown story problems, including problems with a result of 0.

### Student-facing Learning Goals

- Veamos diferentes formas de mostrar lo que ocurrió en un problema-historia.

### Lesson Purpose

The purpose of this lesson is for students to solve story problems in a way that makes sense to them and to understand how objects and drawings represent a story problem.

In a previous lesson, students were introduced to story problems with questions. In this lesson, students represent and solve the story problems. They may use objects, math tools, or drawings. Students explain how both objects and drawings show what is happening in a story problem, which will be useful as students create their own representations and interpret other representations in future lessons.

### Access for:

#### Students with Disabilities

- Representation (Activity 2)

#### English Learners

- MLR8 (Activity 2)

### Instructional Routines

How Many Do You See? (Warm-up)

### Materials to Gather

- Connecting cubes or two-color counters: Activity 1, Activity 2
- Markers: Activity 1
- Materials from previous centers: Activity 3

### Materials to Copy

- Math Fingers Stage 3 Recording Sheet (groups of 1): Activity 3

## Lesson Timeline

Warm-up	10 min
Activity 1	10 min
Activity 2	10 min
Activity 3	25 min
Lesson Synthesis	5 min

## Teacher Reflection Question

Which students had opportunities to share their work and thinking during whole-class discussion? How did you select these students?

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## Cool-down (to be completed at the end of the lesson)

 0 min

Unidad 4, punto de chequeo de la sección B

### 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.
- Understand the action in a story problem and act it out or demonstrate it with objects or drawings.
- Use objects or drawings to represent a story problem.
- Explain how objects or drawings represent a story problem.