



Groups of 10

**An Interactive Lesson for
Kindergarten Students**

Scene 1

- **The program opens with the character Rico, a farmer, introducing himself and welcoming the students onto his farm to help him count his animals using groups of 10. The barn doors will open and scene 2 will continue inside.**



Objectives

- **Once inside the barn, Rico will explain that using groups of 10 can make it easier when counting large numbers. It will also help you remember how to write each number!**

Modeling

- **Rico will show students how to find a group of 10 and then count the groups by counting his chickens. He will use his chickens to walk the students through counting to ten and using a ten frame to show their groups. He will then count the groups as well as the ones left over.**
- **Rico will then show a non-example and ask the students to answer yes or no as to whether he has correctly made a group of 10. When they answer no, he will explain that they are right because the groups he made has less than ten. He will then do another with more than 10, explaining how important it is to go back and count again after they've made their group.**

Guided Practice

- **Rico will then have the students practice by clicking 10 of the chickens and then clicking the check mark. Once they've correctly clicked 10, the chickens will move to a ten frame and the groups and leftovers will be counted for them.**

Independent Practice

- **Students will then be moved to the independent practice game. They will be asked to make groups of 10 and then correctly count the number of groups they've made. They will also be able to look at sets already grouped and count how many 10s and how many 1s.**