

Grade 1 Sample Weekly Plans – Operational Fluency

Teaching Operational Fluency: Week 1

3-PART LESSON	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
1. Activating	Cats and Kittens! Intro TG p. 5	More or Less Activity Card 28: "Before"	Adding to 20 Activity Card 29: "Before"	Subtracting to 20 Activity Card 30: "Before"	Workstations/Guided Math Teacher works with one group at a time using the Small Group Activities in Adding and subtracting stories in Cats and Kittens! TG p.26. Have students differentiate using numbers to 10, 20, or greater and by using counters and ten frames, Rekenreks or numerals as appropriate. Other groups work on one of the four practice activities from earlier in the week or the Salmon Card Game from Activity Card 29
2. Constructing Knowledge	Read aloud: Cats and Kittens! Use the blue "add and subtract to 20" TG prompts	Activity Card 28: "What to Do" One/two more than/less than Bingo Game	Activity Card 29: "What to Do" Recording addition number sentences	Activity Card 30: "What to Do" Subtraction with 20 cube towers	
3. Consolidating	Represent the story using the math mat TG p. 21	Activity Card 28: Consolidation and Highlights	Activity Card 29: Consolidation and Highlights	Activity Card 30: Consolidation and Highlights	
4. Purposeful Practice	Partner Game: To 20 and Back Say number sentence e.g., "Twenty subtract 2 is the same as 18." TG p. 28	Independent Inquiry: Target Numbers Cats and Kittens! TG p. 28	Partner game: Rolling Number Sentences with Dice (adding) Cats and Kittens! TG. p. 25	Students create their own number problems using pictures. Number sentences with answers can be recorded on the back so that the cards can be used for practice	

Teaching Operational Fluency: Week 2

3-PART LESSON	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
1. Activating	Part-Part-Whole Activity Card 33: "Before"	Canada's Oldest Sport Intro TG p. 4	Solving Story Problems Activity Card 34: "Before"	Consolidation Activity Card 35: "Before"	Workstations/Guided Math Teacher works with small groups selecting a problem from LM 10 How Many? from Canada's Oldest Sport and having students show different ways to solve the number sentence. Teacher can use the cluster assessment rubric to collect evidence of learning. Other groups work on one of the four practice activities from earlier in the week or the online activities from any of the books used in this cluster.
2. Constructing Knowledge	Activity Card 33: "What to Do" Finding parts of 20 with counters	Read aloud: Canada's Oldest Sport Use the blue "add and subtract to 20" TG prompts	Activity Card 34: "What to Do" Creating story problems from pictures	Activity Card 35: "What to Do" Choosing and solving story problems	
3. Consolidating	Activity Card 33: Consolidation and Highlights	I Want to Show Canada's Oldest Sport TG p. 22	Activity Card 34: Consolidation and Highlights	Activity Card 35: Consolidation and Highlights	
4. Purposeful Practice	Independent Inquiry Shake and Spill That's 10! TG p. 28	Partner Games Which Team Wins? Canada's Oldest Sport TG p. 28	Independent Inquiry: Sporting Problems Canada's Oldest Sport TG p. 29	Partner Game: Adding Up Dominoes Sporting Problems Canada's Oldest Sport TG p. 25	