

Grade 2 Sample Weekly Plan – Operational Fluency

Teaching Operational Fluency: Week 1

3-Part Lesson	Monday	Tuesday	Wednesday	Thursday	Friday
Math Everyday card		7A I have...I need 10	7B Make 10 Sequences	7A Doubles	7B Hungry Bird
1. Activate	MLB That's 10! (Grade 1) Intro TG p.4 Alt: Making Ten Intervention Card 13	Complements of Ten Activity Card 32: "Before"	Using Doubles Activity Card 33: "Before"	Fluency with 20 Activity Card 34: "Before"	Workstations/Guided Math Teacher works with one group at a time selecting from Intervention Activities 9-15 as appropriate or using extension suggestions from Fluency with 20: Activity Card 34. Other groups work on one of the four practice or Math Everyday activities from the week <i>*Students who have not yet consolidated counting cannot be expected to believe number facts remain constant and will need counting intervention.</i>
2. Math Workshop	Read aloud: That's 10! (Grade 1) (TG: use the brown Composing and Decomposing 10 prompts)	Activity Card 32: "What to Do" Seed Card game	Activity Card 33: "What to Do" Domino Activity	Activity Card 34: "What to do"	
3. Consolidate	Let's Make Ten TG p. 22 Extension: Let's make 20	Activity Card 32: Consolidation and Highlights	Activity Card 33: Consolidation and Highlights	Activity Card 34: Consolidation and Highlights	
4. Purposeful Practice (Teacher circulates, confers, observes and records)	Shake and Spill Ten say the number sentence e.g., "4 and 6 are the same as 10." TG p. 28 Extension: Use 12, 14, or 20 counters	Missing Part Activity Turn over one seed card and tell the missing part to make 10. Extension: Use 12, 14, or 20.	MLB That's Ten More Berries TG p. 28 Extend by using playing cards 2-10 (no face cards) or numeral cards.	How Many More? In partners, turn over a More Berries game card, tell how many more make 20 and explain how you know.	

Teaching Operational Fluency: Week 2

3-Part Lesson	Monday	Tuesday	Wednesday	Thursday	Friday
Math Everyday Card	7A I have...I need 20	7B Make 10 Sequences	7A Doubles	7B Hungry Bird	7A I have...I need 20
1. Activate	MLB The Great Dogsled Race Intro TG p. 4	Multi-digit Fluency Activity Card 35: "Before"	Consolidation Activity Card 36: "Before"	Discuss the Adventure Blog on p. 14-17. Why do we write them? How do we read them?	Workstations/Guided Math Teacher works with one group at a time selecting from Intervention Activities 9-15 as appropriate or creating and solving questions from the book context. Other groups work on practice or Math Everyday activities from the week. <i>*Students who have not yet consolidated counting cannot be expected to believe number facts remain constant and will need intervention to move beyond counting 3 times.</i>
2. Math Workshop	Read aloud: The Great Dogsled Race (TG: use the blue Adding and Subtracting to 100 prompts)	Activity Card 35: "What to Do" Estimate, use mental math, and explain strategies	Activity Card 36: "What to Do" Estimate, use mental math, and explain strategies	The Great Dogsled Race TG p. 34 How Many Caribou?	
3. Consolidate	Making 10! (Grade 1) TG p. 33 Accommodation: Select appropriate numbers to use.	Activity Card 35: Consolidation and Highlights	Activity Card 36: Consolidation and Highlights	Share and reflect Using the discussion questions	
4. Purposeful Practice (Teacher circulates, confers, observes and records)	Race to 50 TG p. 36	Map It TG p. 37	sDogsled Math TG p. 37	Blogging TG p. 37 Creating and solving addition and subtraction problems Use Assessment Rubric Master 98	