MINI LESSON PLAN WITH MATH CATCHER

Quick math facts

Hoppo
Free at playhoppo.com

Grades 1-2 (K for sums within 5) | 10 minutes | Works with webcam or touch

OBJECTIVE

Students add and take away within 10 and find the answer quickly.

Kid-friendly goal: "I can add and take away and find the answer."

Scan to open Math Catcher

Setup: Projector or smartboard, plus one webcam (or a touchscreen or mouse). Open the QR link on the classroom computer, allow the camera when asked (video stays on the computer), and stand or sit a few feet back. No camera? Touch or a mouse works.

RUN IT AS A WHOLE CLASS

1. Open the QR link. A math question sits at the top and numbers fall. One student catches the number that answers it; a round is 5 right answers.
2. Before the catch, the class shows its answer on fingers at chest height. Then check against the student's catch.
3. Hoppo shows pictures under the numbers for counting. If a student is stuck, the right answer starts to glow.
4. Rotate students every round. Sitting at a desk or table works, so it suits small spaces.

RUN IT AS A STATION

- Pairs at a laptop or tablet. One student catches; the partner writes each question and answer on a mini whiteboard.
- Swap after each round.

NO-TECH EXTENSION

- Roll two dice, add them, and say the fact out loud to a partner. Use take-away with a die and 10 counters.
- Make 10: students hold up fingers and find the partner who has the rest.

SAMPLE TIMELINE (10 MINUTES)

0-1 min
Show the first question; class guesses on fingers.

1-7 min
Three rounds of 5 answers; a new student each round.

7-10 min
Dice facts or make-10 with a partner.

WHAT TO WATCH FOR (NO SCORING NEEDED)

- Do students recall the fact, or count up on fingers?
- Do they mix up adding and taking away?
- Do they wait for the glow hint, or answer before it?

SKILLS PRACTICED (HONESTLY)

Practices recall of adding and taking away within 10 and quick reading of numerals. Does not cover word problems, written equations, or facts above 10. A round is 5 answers, so it is practice, not a fluency check.

STANDARDS THIS PRACTICE CONNECTS TO

- **K.OA.A.5** “Fluently add and subtract within 5.” CCSS.MATH.CONTENT.K.OA.A.5
- **1.OA.C.6** “Add and subtract within 20, demonstrating fluency for addition and subtraction within 10.” CCSS.MATH.CONTENT.1.OA.C.6

Hoppo works within 10, so Kindergarten fits sums within 5 and Grade 1 fits the within-10 part of 1.OA.C.6. Standards are listed so you can see where a game fits your plans. Hoppo is practice, not instruction or an assessment, and these pages make no claim that a standard is met.