

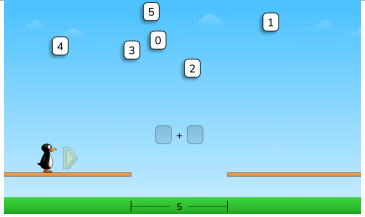
Puzzle Talk - Kindergarten

Partners (Level 1)



ST Math
Created by MIND Education

These facilitation suggestions are what a student-led discussion might look like when looking at puzzles in Level 1. Depending on how students respond, it likely would take one session for Level 1.

Description	<ul style="list-style-type: none"> • Puzzle Location: Grade K > Making 10 and Number Pairs > Partners • Topic: Adding and Subtracting within 10 • Purpose of the Puzzle Talk: Focus on student thinking and developing problem solving skills using guiding questions for each step in the Problem Solving Process • Preparation: View the Game in a Minute video • Gather Materials: Provide students with a whiteboard and a dry-erase marker with an eraser 	 <p>click here for puzzle</p>
Notice and Wonder	<ul style="list-style-type: none"> • Give students whiteboards and dry-erase markers. • Display the first puzzle from Level 1. • Ask students: "What do you notice? What do you wonder? What do you know about the numbers you see in this puzzle?" • Allow a few students to share their thinking with the whole class. 	
Predict and Justify	<ul style="list-style-type: none"> • Ask students: "How do you think we solve this puzzle?" • Have students share strategies for solving the puzzle with a partner. • Discuss different students' solutions to the puzzle. 	
Test and Observe	<ul style="list-style-type: none"> • Select one of their solutions to try. • Solve the puzzle, watch the feedback, and have students describe what happened. 	
Analyze and Learn	<ul style="list-style-type: none"> • Ask students how what happened compared to what they thought would happen. • Ask additional questions such as: <ul style="list-style-type: none"> ◦ "How does the feedback affect your thinking?" ◦ "What would you like to try now?" ◦ "How many correct answers do you think there are? Why? " • Continue with additional puzzles in Level 1. • Show the puzzle and have students record their answers on their whiteboards. • Ask students to record their thinking on their whiteboards. (For example, did they draw a picture, count fingers, etc..?) • Ask students to solve it using pictures and share their thinking with a partner. • Select a couple of whiteboards to discuss as a whole group. Ask the students what strategies they are using to come up with the answer. Make a list of their strategies. • Try a couple of the strategies and discuss what the feedback teaches them about their strategy. • You can use the animation controls to pause the puzzle while students check if their answer matches the puzzle on the screen. Discuss how this might prove why the solution will or will not work. • Repeat with additional puzzles in Level 1. 	