

Puzzle Talk - Kindergarten

Push Box Addition (Level 1)

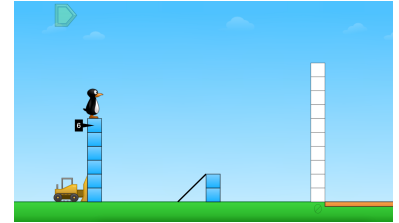


ST Math
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These facilitation suggestions are what a student-led discussion might look like when looking at puzzles in Level 1. Depending on how students respond, it likely would take one session for Level 1.

Description

- **Puzzle Location:** Grade K > Understanding Addition and Subtraction within 10 > Push Box Addition
- **Topic:** Adding to 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 cubes, [Push Box Game Mat 01](#) in a clear plastic sleeve, a whiteboard, and a dry-erase marker with an eraser



[click here for puzzle](#)

Notice and Wonder

- Display the first puzzle in Level 1.
- Ask students: "What do you see? What do you wonder about this puzzle?"
- Have students think-pair-share with a partner.

Predict and Justify

- Ask students: "How do you think we solve this puzzle?"
- Have students use cubes to represent what they see in the puzzle on their Push Box Game Mat 01.
- Have students share strategies for solving the puzzle with a partner.
- Discuss students' strategies as a whole class.

Test and Observe

- Select one of the student's solutions to try.
- Observe the feedback and have students describe what happened.

Analyze and Learn

- Ask students: "How does what happened compare to what you thought would happen?"
- You can use the animation controls to replay and examine what happens in the puzzle.
 - If the puzzle was correct, discuss why the strategy used was successful.
 - If the puzzle was incorrect, analyze what happened and consider how to adjust the strategy to try again.
- Discuss a few answers and strategies as a whole class.
- Ask students to continue modeling the game and their solution on the Push Box Game Mat 01.
- Try a couple of the strategies and then 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 provide evidence as to why the solution will work or not work.
- Repeat with additional puzzles in Level 1.
- As you engage students in discussion, ask questions such as:
 - "What is happening in the puzzles?"
 - "What is Jiji doing with the two stacks of blocks?"
 - "Does Jiji end up with more or less blocks?" Explain to students that when you combine or put together two groups of objects, that is adding.