ARTS + ACADEMIC EXTENSIONS

GRADES 1-2: MATH/THEATRE

Using Improv to Solve Math Problems: Making 10 Friends

In this episode, students will consider what it means to be an activist; they will learn about number bonds and the arrow method, and they will make 10 friends. "10 Friends" are single-digit numbers that add up to ten. Getting to know them through fun theatre games will maximize your additions skills!

CONNECTED OBJECTIVE: Students will use improv techniques to improve their math skills with number bonds and the arrow method.

MATERIALS NEEDED DURING EPISODE: none

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Standards:

CCSS.MATH.CONTENT.2.NBT.B.5
Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.

TH:Pr4.1.2
b. Alter voice and body to expand and articulate nuances of a character in a guided drama experience (e.g., (e.g., process drama, story drama, creative drama).

ARTS EXTENSIONS:

Who am I?: Ask students to create a character by acting or drawing - either method should show the three theatre elements of body, voice, and dialogue.

Find your voice: Lead a discussion about protest signs. Discuss how they use a combination of words and simple images to create impact. Ask students to identify a problem in their community and create a protest sign that suggests a solution. Such as "Keep the streets clean: throw your trash away!" What image would communicate the idea and make a strong impact? What colors would you use?

ACADEMIC EXTENSIONS:

Make 10 Friends: Have each student create a set of cards numbered 1-10 on paper or index cards. Students can take turns being the leader and raising a card up to the screen. Other students should show the number card that makes 10. Once you get good as a class, see how fast you can go. Time yourself. On another day, revisit the activity and try to break your record.

Alternate solutions: Model solving double-digit math sentences using both the arrow way or using number bonds. After a discussion of the two methods, ask students to think of a time they needed to solve a problem, and the first method did not work. Have them write, tell, or draw a picture of how they solved the problem by considering another solution. The story could be about math or another subject in school, or about a problem they were trying to solve in their home or their community.