

Mission to 100: The Great Number Hunt

Lesson Overview

Target Audience: Kindergarten / Early Elementary (Small Group or Homeschool)

Duration: 15 Minutes

Goal: Students will understand the structure of numbers up to 100 by identifying patterns in tens and ones through movement and visual cues.

Materials Needed

- A large 100-Chart (printed or displayed on a screen)
- Small sticky notes or "treasure" tokens (coins, buttons, or beads)
- A "Mystery Bag" containing number cards (specifically 10, 20, 30, 40, 50, 60, 70, 80, 90, 100)
- Optional: A physical "finish line" (a piece of yarn or tape on the floor)

Learning Objectives

By the end of this lesson, learners will be able to:

- Count by 10s to 100 with 100% accuracy.
- Identify that the number 100 is composed of ten groups of ten.
- Locate specific "milestone" numbers on a 100-chart.

1. Introduction: The 100-Step Challenge (2 Minutes)

The Hook: "Today, we are explorers! To reach the Treasure Chest at the end of our map, we have to travel exactly 100 steps. But 100 is a huge number—if we count one by one, it might take all day! Does anyone know a 'fast way' to count to 100?"

Objective Statement: "Today, we are going to learn the 'Secret Fast Track' to 100 by counting in groups of ten and spotting patterns on our number map."

2. Instruction: The "I Do" Model (3 Minutes)

Teacher Demonstration:

- Point to the 100-chart. Run your finger along the first row (1-10). "This is one group of ten."
- Show the vertical column on the far right (10, 20, 30...). "These are our 'Power Numbers.' Every time we hit a Power Number, we've finished a whole row!"
- **Modeling:** Count by tens while pointing to each number. "10, 20, 30..." emphasize the rhythmic sound of the "ty" at the end of the numbers.

3. Guided Practice: The "We Do" March (5 Minutes)

Interactive Movement:

- Have students stand up. Tell them they are "Counting Robots."
- **The Movement:** For every number 1-9, do a tiny finger-tap. When you hit a ten (10, 20, 30), do a giant "Robot Jump" and shout the number.
- Practice together: "1(tap), 2(tap)... 9(tap), **TEN! (Jump)**"
- Continue this until you reach 100.
- **Check for Understanding:** Stop at 50. Ask, "How many rows of ten have we jumped so far?" (Answer: 5).

4. Independent Application: The "You Do" Treasure Hunt (3 Minutes)

Activity:

- Cover three "Power Numbers" (e.g., 30, 70, 100) on the chart with sticky notes before the lesson or while students close their eyes.
- Ask the student(s) to identify which "Power Numbers" are missing to unlock the treasure.
- **Scaffolding:** If they struggle, have them count the rows from the top to find the missing number.
- **Extension:** For advanced learners, cover a non-round number (like 45) and ask them to use the tens and ones to guess what it is.

5. Conclusion: The 100-Cheer (2 Minutes)

Recap: "You made it to 100! What was our 'Fast Track' way to get there?" (Counting by tens). "How many tens did it take to make 100?" (10 tens).

The Final Task: Have the student place the "Treasure Token" on the number 100 on the chart.

Success Criteria: Students can lead the "10s March" (10, 20, 30...) from memory or with minimal prompting.

Assessment & Feedback

- **Formative:** Observe if the student can keep the rhythm during the "Robot March."
- **Summative:** The "Hidden Number" game serves as a quick check to see if they recognize the visual position of numbers in the 100-sequence.
- **Feedback:** Provide immediate praise for recognizing the "ty" pattern in the tens (e.g., "I love how you shouted SIX-TY when we got to the sixth row!").

Adaptability Notes

- **Homeschool Tip:** Use a staircase! Count by ones on the steps and do a "Big Landing Jump" every 10 steps.
- **Classroom Tip:** Use a "Think-Pair-Share" where partners take turns pointing to a number and

their friend says the number that is "10 more" (the number directly below it).

- **Virtual Tip:** Use a digital highlighter on a shared screen 100-chart to let students "color in" the tens column.