

# Lesson Plan – 1 Times Table



## Introduction

The 1 Times tables is the second of the 13 tables taught. The 1 times table is taught by Tony the Toucan. Tony is the “ultimate entertainer” who has acrobatic skills and also tells bird puns throughout. Tony helps explain to the students in his own unique way that if “you multiply any number by 1, the answer is the same as the number you started with”.

## Learning Outcomes

- Each student grasps the concept that the answer or product for any number multiplied by one is the same as the number you started with.
- Each student understands that if you swap the 1 around in multiplication you get the same product or answer of the number you started with (commutative property). It doesn't matter if it is  $x1$  or  $1x$ , the product is always the other factor.
- Every student understands that the number 1 can be interchanged in Times Tables word problem with the word “a”.
- Each student continues to develop their mindset through the feedback provided for correct and incorrect answers.

## Resources Required

- The App on a device with 3GB of available memory to download all of the videos
- Overhead projector or TV Monitor connected to the device (if teaching in a Group)
- Paper and pens/pencils for students

## Scenes

- This activity involves watching the “Learn” scene, followed by the “Tips” scene and then successfully answering all twelve 1 Times Table questions. After login, select the “Learn the Times Tables” button followed by the “Start” button or “1 Times” tile on the Home Screen. Before commencing the lesson make sure that you have completed this step as the it will start the process of downloading the 1 times videos which will take a few minutes.

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## Lesson

Time	Task
15 mins	<p><b><u>Key Concepts for 1 Times</u></b></p> <p>Select the “1 Times” tile on the home screen. Select the “Learn” button and watch the video (2 minutes).</p> <p>At the conclusion of the video, ask the student/s:</p> <p><b>“What were Tony the Toucan’s key messages within the Learn video?”</b></p> <p>Responses should include but not be limited to:</p> <ul style="list-style-type: none"><li>- Whenever you multiply any number by 1, the answer will always be the number you started with.</li><li>- It doesn’t matter if the question is 1 times or times 1, the answer will always be the number you started with (commutative property)</li></ul>
10 mins	<p><b><u>Tips to help with 1 Times</u></b></p> <p>Select the “Tips” Button and watch the video on the Practice screen (1.5 minutes). You can expand the video to full screen by pushing the expand button on the top right-hand corner of where the video is playing. It will automatically drop back to the practice screen at the end.</p> <p>At the conclusion of the video the first question will play. Wait for it to finish and ask the student/s:</p> <p><b>“What were Tony the Toucan’s key messages within the Tips video?”</b></p> <p>Responses should include but not be limited to:</p> <ul style="list-style-type: none"><li>- When you multiply by 1 the answer is always going to be the number you started with.</li><li>- In 1 times problems, the word “a” is sometimes used in place of the number 1. You can just swap the word “a” out for a 1 to solve.</li></ul>
60 mins	<p><b><u>Solving the 1 Times Tables</u></b></p> <p>The objective is to work through the 12 one times questions until all 12 stickers are obtained for the correct answers. You</p>

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	<p>also want to enter some mistakes ,firstly so the students can all learn from the mistakes and, secondly so you can listen to Tony and his “Growth Mindset” advice when you do make a mistake.</p> <p>This activity can be done as individuals or in groups of up to 4 students.</p> <p>“For each real-life example, you will need to look at the question and firstly work out the times tables problem that you need to solve and write this in the working out space. The numbers are in bold to make it easier. Remember the way to write it is the number of groups multiplied by the objects within those groups and that the word “a” can also mean the number 1. I then need you to solve that problem. We will then type it in and check if it is the correct answer.”</p> <p>Help the students with the first question which will be x times 1. Show the working in the working out space by writing the equation and then highlighting there is x groups each with one object resulting in the equation x times 1. Then ask,</p> <ul style="list-style-type: none"> <li>- “If there is 1 object (or 1 group), then the answer is “????”..... the number you started with.</li> <li>- Type the answer and select the “Check” button</li> <li>- Watch the correct answer video from Tony</li> <li>- Select the “I’ve Got This” button to receive your sticker</li> <li>- Select the “Next” button and the next question will automatically appear on the practice screen</li> <li>- Look for the word “a” in the question and talk through how this word can substituted for the number 1.</li> <li>- Ask each student or groups to solve this one. Give them a few minutes to report back.</li> <li>- Ask first if there are any ways you could make a mistake with this question as learning from mistakes is when our brain grows the most. If there is, then show how you could make the mistake, type in the wrong answer and watch the video</li> </ul>
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	<p>response from Tony. There are some excellent mindset sayings and examples in each of the incorrect answer videos that are well worth sharing with the students.</p> <ul style="list-style-type: none"> <li>- Select the "Watch Again" button and watch the video to show the coaching available if the student answers incorrectly.</li> <li>- Ask for someone to come up and show the correct workings to solve the problem on the screen. Explore the concept of x groups of 1 object, with them</li> <li>- Ask them to type in the correct answer and select "Check"</li> <li>- Select the "I've Got This" button to receive your sticker</li> <li>- Select the "Next" button to move onto the next question</li> <li>- Repeat the above sequence until all 12 questions are answered correctly</li> <li>- Select the "Flashing Tony sticker" in the middle of the sticker wheel</li> <li>- The Congratulations video will play and the Tony Sticker will pop into place on the Home Screen as recognition that you have learnt and understand the One Times table.</li> </ul> <p>Give your student/class some applause or other form of recognition.</p> <p>Wrap this activity up by asking the student/group:</p> <ul style="list-style-type: none"> <li>- Do you now feel like can solve 1 times table questions or do you need some more practice?</li> </ul> <p>If they feel like they need more practice, then click on the 1 times tile again which will take you to the Progress Screen where you can select the "Reset" button. It will ask if you</p>
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	<p>want to reset. Select “Yes” and then select the “Next” button to start the first question again.</p> <p>Once the student/class are comfortable that they understand and can solve the 1 times table, then announce “you are now ready to move onto the 2 Times Table”.</p>
20 mins	<p><b><u>Creative Activity – “Puns”</u></b></p> <p>This activity can be done as individuals or in groups of up to 4.</p> <p>“Tony the Toucan loves to use bird puns to entertain everyone. A pun is a joke which is a play on words. It has a word or words that have multiple meanings or a similar sound.</p> <p>. Some of Tony’s examples are:</p> <ul style="list-style-type: none"> <li>• “Your knowledge of the 1 times tables is impeccable..... get it.....peck”. Tony has chosen the word impeccable because birds have the ability to peck.</li> <li>• “I don’t really get bird puns. I find them Tou...Can fusing. You get it Toucan....fusing.” Tony has used the words too and confusing together because when you say them together the word “Toucan” appears.</li> <li>• “You’re demonstrating Toucan do anything if you put your mind to it. Tou...can.....You....can. Got you again with another great bird pun.” Tony has substituted the words You can with Toucan as they sound the same.</li> <li>• “You solved another one. As a little Toucan of my appreciation you will receive another sticker. Get it ... Tou...can.....To...ken”. Tony has substituted the word token with toucan which sounds the same.</li> </ul> <p>This activity involves creating your own pun/s to entertain. Pick one or two animals and see if you can come up with a joke or a saying that has a multiple meaning or uses a word which has a similar sound. You have 15 minutes for this activity.” At the end of the activity ask for volunteers to share their puns and provide plenty of applause.</p>

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## **Follow-Up Activity – 1 Times Worksheet**

The App is designed with the real-life questions as a means of formative assessment to give an indication how each student is learning the material throughout the course. Once the students have demonstrated an understanding of the times table, there is a worksheet available with 12 different questions to either continue practicing or to use as a means of summative assessment. The worksheets include a space for the students to work out the answers. All worksheets are available for download from the following link:

<https://educationthroughanimation.com/pages/worksheets>