

LESSON PLAN

Subject: Grade 2 Math

Lesson: Skein Winder: A Thread through Industry

Standard Addressed: Count within 1,000; skip-count by 5s, 10s, and 100s.
(NC.2.NBT.2)

Objectives:

- Students will be able to skip-count by 5s, 10s, and 100s.
- Students will be able to notice patterns within the counting sequence when skip-counting.

Materials Needed:

- Device for showing “A Thread through Industry” video
- “Skein Winder Skip Counting” Grade 2 Math Activity

Outline:

- Prior to this lesson, students should be able to understand that the three digits of a three-digit number represent amounts of hundreds, tens, and ones.
- Show the video.
- Discuss the activity prompt.
- Students finish the activity independently or with a partner.

Take It Further: Use something in your home that you have a lot of (crayons or Legos). Group them together in units of five and then skip count how many you have.

Cross-Curriculum Connection: Make a list of the things in or around your house that use gears to work. Ask your family for ideas also. Share this list with your classmates.



Skein Winder Skip Counting

Grade 2 Math

Student Name: _____ Date: _____



1. For every turn of the skein winder, 81 inches of thread are wrapped around the wheel. The weaver needs 131 inches of thread.

Skip count to the amount needed by 10's.

81									131
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2. The wheel of the skein winder must turn 100 times for the counter to go around once and "pop the weasel".

a. Skip count the turns of the wheel by 10's until the counter goes all the way around.

10										100
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b. The wheel needs to be turned 1000 times for the counter to go around 10 times. Skip count to 1000 by 100's.

100										1000
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Skein Winder Skip Counting

Grade 2 Math

ANSWER KEY

1. For every turn of the skein winder, 81 inches of thread are wrapped around the wheel. The weaver needs 131 inches of thread.

Skip count to the amount needed by 10's.

81	91	101	111	121	131
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2. The wheel of the skein winder must turn 100 times for the counter to go around once and "pop the weasel".

a. Skip count the turns of the wheel by 10's until the counter goes all the way around.

10	20	30	40	50	60	70	80	90	100
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b. The wheel needs to be turned 1000 times for the counter to go around 10 times. Skip count to 1000 by 100's.

100	200	300	400	500	600	700	800	900	1000
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