EUREKA MATHTIPS FOR PARENTS

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In Lessons 9 and 10, students add and subtract decimals and solve word problems.

You can expect to see homework that asks your child to do the following:

- Add and subtract decimals using the unit form and standard algorithm (as shown in the sample problem below).
- Solve word problems that involve decimals.

SAMPLE PROBLEM (From Lesson 9)

Solve, and write the sum in standard form. Then solve using the standard algorithm.

 $8 \text{ ones } 27 \text{ hundredths} + 5 \text{ hundredths} = \frac{8}{} \text{ ones } \frac{32}{} \text{ hundredths}$

= 8 ones 3 tenths 2 hundredths

= 8.32

8. 2 7 + 0. 0 5

LEARN MORE by viewing a video about using the place value disks to solve decimal subtraction problems. Visit eurmath.link/decimal-subtraction-pvdisks.

 $Additional\ sample\ problems\ with\ detailed\ answer\ steps\ are\ found\ in\ the\ \textit{Eureka\ Math\ Homework\ Helpers}\ books.\ Learn\ more\ at\ Great\ Minds.org.$

HOW YOU CAN HELP AT HOME

- Play a call and response game with your child while you are cooking or driving to and from school. You can say a number, and your child will say the number that's one more of a given unit than your number. For example, "What's one more tenth than 5 tenths? (6 tenths). What's one more thousandth than 0.052? (0.053)."
- Play the "Addition and Subtraction" card game with your child.
 - 1. Take out the Jacks, Queens, Kings, Aces, and Jokers.
 - 2. Put the stack of remaining cards face down.
 - 3. You and your child will each flip a set number of cards to build a decimal number.
 - 4. Ask your child to practice adding and/or subtracting with those two numbers.

For example, you flip an 8 and a 5; they represent 8.5. She flips a 6 and a 2; they represent 6.2. 8.5 + 6.2 = 14.7 and 8.5 - 6.2 = 2.3.

Note: Flip two cards to practice adding and subtracting tenths; flip three cards to practice adding and subtracting hundredths, and flip four cards to practice adding and subtracting thousandths.

Standard algorithm: A standard step-by-step procedure to solve a particular type of problem. For example, the process of subtracting vertically with regrouping is a standard algorithm.