GRA GRA MATH[™]TIPS FOR PARENTS

KEY CONCEPT OVERVIEW

During the next two weeks, our math class will learn about addition up to 20. We will learn how to use the **make ten** strategy to solve addition problems with **addends** of 7, 8, and 9.

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

- Use the **RDW process** to solve word problems with three numbers (addends), two of which make ten. For example, two addends make ten in the problem 1 + 9 + 5 = 10 + 5 = 15.
- Change the order of addends in an addition problem to make ten. For example, consider the problem 1 + 5 + 9 = 9 + 1 + 5 = 10 + 5 = 15.
- Solve addition problems by using the make ten strategy. (See Sample Problem.)
- Determine whether it is more efficient to use **counting on** or the make ten strategy to solve an addition problem.

SAMPLE PROBLEM (From Lesson 4)

Solve. Complete the math drawing by using the ten-frame to show how you made ten to solve.



Additional sample problems with detailed answer steps are found in the Eureka Math Homework Helpers books. Learn more at GreatMinds.org.

HOW YOU CAN HELP AT HOME

- Play Take Out 1: Say a number up to 10 (e.g., 6). Invite your child to write a number bond quickly, using 1 as a part (1 and 5). Once your child is confident taking out 1, move on to taking out 2 or 3.
- Help your child to practice counting the Say Ten way and the regular way. Invite her to count from 10 to 20, alternating between the regular way and the Say Ten way (e.g., 10, ten 1, 12, ten 3, 14, ten 5). If time permits, try counting back, too. If your child is still building fluency with counting within the teen sequence (11–19), ask her to count first the regular way and then the Say Ten way without alternating.

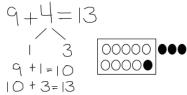
TERMS _

Addend: A number that is added to one or more numbers. For example, in 3 + 4 = 7, 3 and 4 are addends.

Count on: To count up from one addend, or number, to the total. For example, in $6 + __= 8$, we can start at 6 and "count on" two more to reach the total of 8.

Make ten: A strategy that involves breaking apart the smaller number before adding to make a unit of ten. For example, 9 + 4 can be thought of as 9 + 1 + 3. From there, we can make the simpler problem, 10 + 3.

RDW process: A three-step process used in solving word problems. **RDW** stands for Read, Draw, Write: **R**ead the problem for understanding; **D**raw a picture to help make sense of the problem; **W**rite an equation and a statement of the answer.



MODELS _

5-Group Formations: 5-groups (e.g., 5-group cards, 5-group rows, 5-group columns) draw special attention to the 5 in numbers 6 through 10.



5-Group Cards

5-Group Row

5-Group Column

