

KEY CONCEPT OVERVIEW

During the next week, our math class will continue to count on when adding. Students will be taught two specific strategies, or shortcuts, to help them count on efficiently. They may use their 5-group cards and tap to count on, or use their fingers to count on from a given number.

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

- Count on to add.
- Use 5-group cards or fingers to count on to solve addition problems. Show which shortcut (cards or fingers) was used to add.
- Use simple math drawings, and “draw more” to solve; for example, “Draw two more items to solve $4 + ? = 6$.”

SAMPLE PROBLEM (From Lesson 15)



Use your 5-group cards or your fingers to count on to solve.

$$5 + 3 = \underline{8}$$

Show which shortcut you used to add. (e.g., “Five, 6, 7, 8. I touch the number on each card as I count!”)

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 “Slam Partners to 6!”: Use playing cards or homemade cards with numbers from 0–6. Ask your child to arrange the cards in order from 0 to 6, and place them in front of her on the table or floor. Shout out a number from 0–6 and encourage your child to “slam” (or tap) the partner card your number needs to make 6. For example, if you say “five,” your child should slam the 1 card. Invite your child to shout, for example, “five and one make six” as he “slams” the appropriate partner card. Continue playing until all possible partners to 6 have been found. When your child shows a strong understanding of partners to 6, increase the total to 7, and eventually to 8, 9, and 10.
- Play “Count On Cheers”: Say a number aloud; for example, five. Invite your child to repeat the number while touching his head, then counting on 2 as he raises his hands in the air, one at a time. Alternately, your child might count on with shadow-boxing punches or other arm motions. Extend the game by challenging your child to count on by different numbers.



fiiiive

six

seven

- Play “Missing Part to Make 10”: Use 5-group cards or homemade cards numbered 1–10. Partner A places a card against her forehead, without looking at the number on the card. Partner B tells how many more are needed to make 10. Then, Partner A guesses the number on the card. Take turns playing each role. If needed, remind your child to use fingers to help with counting on.