GRAD GRAD GRAD MATH[™] TIPS FOR PARENTS

KEY CONCEPT OVERVIEW

During the next two weeks, our math class will learn about subtraction up to 20. We will learn the **take from ten** strategy, initially using it to subtract 9 from teen numbers (11–19). Then we will move on to using the take from ten and counting on strategies to subtract 7, 8, and 9 from teen numbers.

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

- Solve word problems involving subtraction of 9 from 10 **ones** to make a simpler problem.
- Use 5-group formations (rows) and number bonds to model subtracting 7, 8, and 9 from teen numbers.
- Use the take from ten and counting on strategies to subtract from teen numbers, and relate the strategies to making ten.
- Solve subtraction word problems by using math drawings and the above-mentioned strategies.
- Decide which subtraction strategy is best for a given problem, and critique peers' solutions.

SAMPLE PROBLEM (From Lesson 19) ____

Complete the subtraction sentence by using the take from ten and counting on strategies.



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

HOW YOU CAN HELP AT HOME

- Practice identifying teen numbers as ten and some ones. For example, you say a teen number such as 16. Your child says, "10 and 6."
- Play a game to practice making ten. Use the 7, 8, and 9 cards from a deck of cards. Partner A flips over a card (e.g., 7). The first player to call out the amount needed to make ten keeps the card. The player who has the most cards after all are flipped wins the round. The winning player gets to shuffle and flip the cards in the next round. Take turns with your child being Partner A.
- Play another game with the 7, 8, and 9 cards from a deck of cards. You call out a teen number (e.g., 13) and then turn over a card (e.g., 7). Your child then says the number sentences that add up to 13, first by making ten and then by adding on the ones (7 + 3 = 10; 10 + 3 = 13). Switch roles after every turn, and call out a different teen number each time.

TERMS

Ones: Individual units; 10 ones = 1 ten.

Take from ten strategy: A strategy that involves breaking apart the larger number before subtracting from a unit of ten. For example, 16 - 9 can be thought of as 6 + 10 - 9. We can then continue with making the simpler problem, 6 + 1.



MODELS

Number Path: A visual counting tool that, in Grade 1, supports students in counting on or counting back to solve a problem. (See sample problem.)



