

## KEY CONCEPT OVERVIEW

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During the next week, our math class will explore part–whole relationships with shapes. Just as students have learned that numbers can be made of smaller parts, they will see that shapes can be broken into smaller parts as well. We will learn to find and name smaller shapes within a larger shape. We will also learn to use positional words (e.g., *left*, *right*, *on top of*) as another way to describe how to make larger shapes with smaller shapes.

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

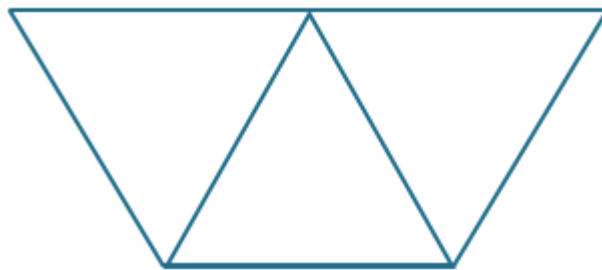
- Use specific shapes to create a given larger shape; for example, use two squares to create a rectangle.
- Count the number of small squares within an image of a larger square.
- Create a structure by using three-dimensional objects found around the home.

## SAMPLE PROBLEM (From Lesson 4)

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Use pattern block shapes to create a larger shape. Trace or draw to show what you did.

Use 3 triangles to make 1 trapezoid.



Additional sample problems with detailed answer steps are found in the *Eureka Math Homework Helpers* books. Learn more at [GreatMinds.org](http://GreatMinds.org).

**HOW YOU CAN HELP AT HOME** 

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- With your child, look for and name shapes you find within larger shapes around the home and around town. For example, a rectangular window may contain six or nine smaller squares, or the pattern on a rug may contain a rhombus created from two triangles.
- Model math vocabulary and positional words while playing with building blocks with your child. Encourage your child to describe her creations or her blocks by using shape names (e.g., cube), attributes (e.g., six square faces), and positional words (e.g., *on top of*).
- Build shapes, animals, designs, or anything else your child desires with the **tangram** pieces from the Lesson 4 Homework, allowing him to use his creativity and new knowledge about shapes. As he places a piece, ask him to tell you about it, naming the shape (e.g., triangle) and its attributes (three corners and three sides).

**MODELS** 

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**Tangram:** A geometric puzzle consisting of a square cut into seven shapes that can be arranged to make various other shapes.

