

## Tips for Helping at Home

- Take time to learn some of the math games we are playing with number cards, dot cards, coins, and counters.
- Look for addition and subtraction situations at home (numbers under 25 are about right for many 1<sup>st</sup> graders).
- Your child may work out the answers by using counters such as pennies, buttons or paper clips. Or, your child might draw pictures, write down steps, or work mentally.

How to help when your student gets stuck . . .

- What do you need to find out?  
Student should be specific.
- What information do you have?
- What strategies are you going to use?
- Does that make sense?
- How do you know?
- How did you get answer?
- Does your answer seem reasonable?
- What else is there to do?

## Websites

### Count Us In—Game 1

<http://www.abc.net.au/countusin/games/game1.htm>

### Rainforest Maths—addition/subtraction

<http://www.rainforestmaths.com/>

## Mathematical Emphasis

### Investigation 1

- \* Finding combinations of Numbers up to about 20
- \* Finding the total of two or more single digit numbers
- \* Exploring relationships among different combinations of a number

### Investigation 2

- \* Developing strategies for organizing sets of objects so that they are easy to count and combine
- \* Finding the total of several 2's, 4's, 5's or 10's
- \* Recording strategies for counting and combining using pictures, numbers and words
- \* Reading, writing and sequencing numbers to 100
- \* Becoming familiar with coins and equivalencies among them

### Investigation 3

- \* Visualizing combining and separating problem situations
- \* Developing strategies for solving and separating story problems
- \* Recording strategies for solving and separating story problems
- \* Using pictures, number, words and equations

## Investigations in Number, Data, and Space



### Number Games and Story Problems Grade 1

#### Addition and Subtraction

#### Unit Goals:

- Students deepen their understanding of numbers in several ways.
- Students use their growing understanding of numbers to solve a variety of addition and subtraction story problems
- Students will solve problems by modeling them with objects and pictures

#### Proposed Time Frame:

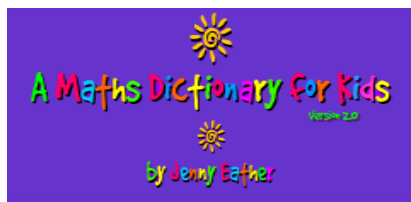
**8 weeks**

## Vocabulary

- image—another word for a picture
- doubles—2 of the same number
- counting around—a way to practice counting by going from one person to another
- combining—putting numbers together
- separating—taking numbers apart

## Glossary

<http://www.amathsdictionaryforkids.com/>



## Strategies

Strategies will vary depending on the size of the number and the developmental level of the child.

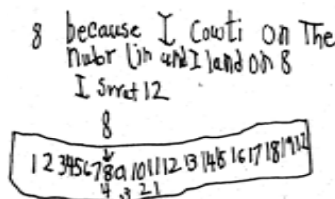
*Last night I picked up 12 pencils from the floor. I put 4 of the pencils in the pencil box. How many pencils did I have left in my box?*

- Students may be using counters.



Leah drew 12 pencils, crossed out 4, then counted the remaining set.

- Students may be counting on or counting back.



Kristi Ann used the class number line. She started at 12 and counted back to 4.

- Students may be breaking numbers apart and using 10 as a landmark number.

*I see that  
 $12 - 2 = 10$  I take  
away 2, because  
it is 2 steps to  
be 4 = 8*

Luis broke 4 into 2 and 2. He then subtracted each chunk separately:  $12 - 2 = 10$ , then  $10 - 2 = 8$ .

## Game

### Tens Go Fish

(This game is played just like *Go Fish*.)  
You will need one deck of number cards (0–10) - no wild cards and 2–4 players.

#### Object:

Find pairs of cards that total 10.

#### Directions:

1. Deal five cards to each player. Place the rest of the cards face down.
2. If you have any pairs of cards that total 10, put them down in front of you. Then replace them by drawing cards from the deck.
3. Take turns. On your turn, ask one other player for a card that will make 10 with a card in your hand. If you get what you ask for, put that pair down. Whether or not you make a pair, draw a card. If the card you draw makes a pair, put that card down and draw again. When you can't make another 10, your turn is over. Any time you use all the cards in your hand, draw two cards.
4. The game is over when there are no more cards
5. At the end of the game, list the combinations of 10 you made.