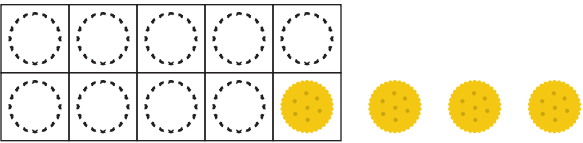## Home Connection

In this chapter, your child will learn several ways of subtracting numbers within 20. Previously, your child learned to count back and subtracted from the ones. The strategies introduced in this chapter can be challenging for children, who will need encouragement and plenty of practice. Children often want to rely on their fingers, but then mis-count when subtracting. Like adding by making a 10, these two subtraction strategies support the standard algorithm with regrouping (which you may know as "borrowing").

First, your child will learn to split a teen number into a ten and ones and then subtract from the ten. They add that answer to the remaining ones. For example, $13 - 9$ is the same as 10 minus 9 plus 3.
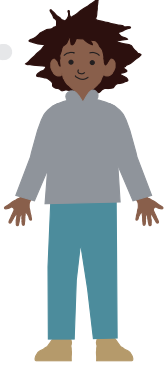
$13 - 9 = 4$
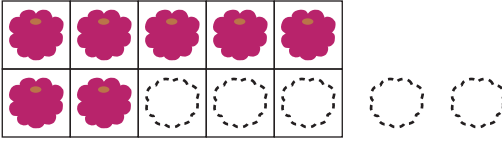
There are 4 crackers left.

$13 - 9$

10   3

$10 - 9 = 1$
1 and 3 make?

Next, your child will learn to split the number being subtracted into 2 parts to make an easier problem.

$12 - 5 = 7$

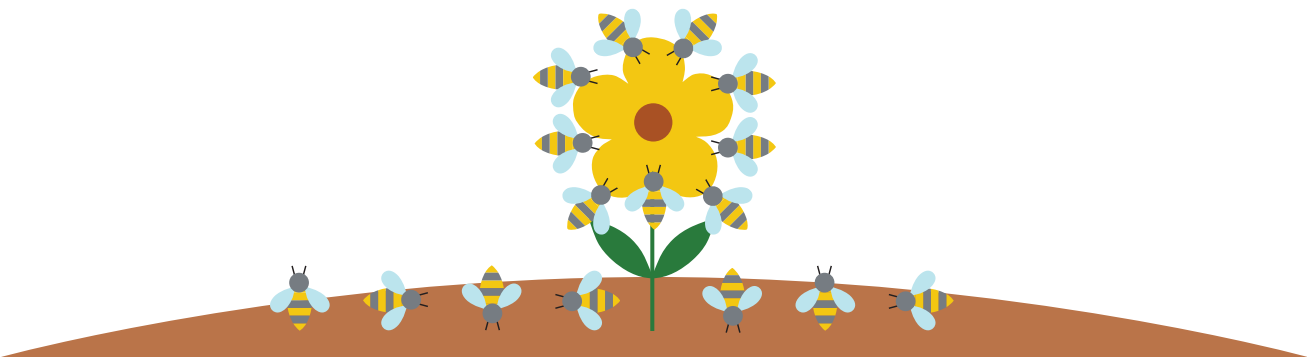There are 7 raspberries left.

$12 - 5$

2   3

$12 - 2 = 10$
$10 - 3 = ?$

Finally, students will apply their knowledge of addition and subtraction within 20 to one-step word problems. You can practice this strategy at home when looking through books or magazines. Ask your child, "What do you see? Can you tell me a math equation?"

There are 7 bees on the ground and 9 bees on the flower.
$7 + 9 = 16$
There are 16 bees in all.

There are 16 bees in all.
9 bees are on the flower and the rest are on the ground.
$16 - 9 = 7$
There are 7 bees on the ground.

What can we do at home?

- Practice adding and subtracting within 20 with pennies and dimes.
- When subtracting, have students show and explain how they found their answer. For example, "I split the 7 into 2 and 5 and added the 2 to the 8 to make a 10, then I had 5 left. 10 and 5 makes 15."

Play games:
- Match or Memory: Using index cards, create a set of subtraction fact cards using the expression only. Then, make a matching set of cards with the differences only. For example, you might make cards that read, "15 − 7," "14 − 8," and "15 − 8" and corresponding cards with "8," "6," and "7." Arrange the cards faceup to play Match or facedown to play a game of Memory.
- Subtraction War: Use the same set of fact cards as described in Match or Memory to play this game. Your child collects the cards if they can say the correct answer to the subtraction fact.
- Race to 0: Players start at 20. On her turn, a player rolls the dice and subtracts that roll from her current total. The winner is the first player to reach 0 points exactly.

- Takeover a board game. Many board games require a roll of the dice to determine how many squares to move. Instead of dice, use a deck of subtraction within 20 fact cards to move. On each turn, the player draws a fact card and figures out the answer. For example, if a player draws 12 − 9, he moves forward 3 spaces.
- Go, Slow, I Don't Know: Print out an image of a traffic light and have your child practice with fact cards. The facts that they know automatically (3-5 seconds), get placed on green. The facts that they know, but need to think longer about are placed on yellow, and the facts that they don't know are placed on red. Keep practicing until are the facts are a "go!"

I Don't Know

Slow

Go!