## Grade 3 Letter Home

Chapter 1 Numbers to $\mathbf{1 0 , 0 0 0}$

## Home Connection

Welcome to Dimensions Math for Grade 3. This year in math, your child will continue to build a strong foundation in number sense. This Home Connection is meant to be a window into the math classroom and show you the concepts and language your child is seeing day to day. Children feel confident when they can practice at home and use the same mathematical language at home that they use in the classroom.

In Chapter 1, students build upon their knowledge of three-digit numbers and extend concepts and skills to four-digit numbers. The position of the digit in relation to other digits determines its value. Each place represents a value ten times the place to its right. In order to gain a solid understanding of place value, students should have sufficient hands-on experience with manipulatives and see many different representations of place value. They will use several tools, including base ten blocks, place value strips, and place-value discs.


Rounding is a specific skill that is used for estimating calculations. This chapter introduces number lines for rounding numbers. Number lines help students

visualize the position of a number relative to the nearest ten or multiples of ten when rounding. Students will learn to use number lines that do not show 0 as the starting point. They will also be introduced to number lines in which the increment between two tick marks is not 1 .

## What can we do at home?

- There are many great math games that can be played with a regular deck of playing cards. If you do not have a set at home, it is well worth the investment from the dollar store.
- Play Three in a Row - Rounding: You will need a Three in a Row - Rounding to Hundreds Game Board (see below), a deck of playing cards with the face cards removed and two sets of different colored items to use a markers (Legos, candy, cereal, beans etc.) Players take turns drawing four cards and forming a four-digit number with their cards. They round that number to the nearest hundred. Then place a marker on that number on the game board. If the number is already covered, the player's turn is over. The winner is the first player to cover three numbers in a row horizontally, vertically, or diagonally on the game board.

| Three in a Row Rounding to Hundreds |  |  |  |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 1,000 | 1,100 | 1,200 | 1,300 | 1,400 | 1,500 | 1,600 | 1,700 | 1,800 | 1,900 |
| 2,000 | 2,100 | 2,200 | 2,300 | 2,400 | 2,500 | 2,600 | 2,700 | 2,800 | 2,900 |
| 3,000 | 3,100 | 3,200 | 3,300 | 3,400 | 3,500 | 3,600 | 3,700 | 3,800 | 3,900 |
| 4,000 | 4,100 | 4,200 | 4,300 | 4,400 | 4,500 | 4,600 | 4,700 | 4,800 | 4,900 |
| 5,000 | 5,100 | 5,200 | 5,300 | 5,400 | 5,500 | 5,600 | 5,700 | 5,800 | 5,900 |
| 6,000 | 6,100 | 6,200 | 6,300 | 6,400 | 6,500 | 6,600 | 6,700 | 6,800 | 6,900 |
| 7,000 | 7,100 | 7,200 | 7,300 | 7,400 | 7,500 | 7,600 | 7,700 | 7,800 | 7,900 |
| 8,000 | 8,100 | 8,200 | 8,300 | 8,400 | 8,500 | 8,600 | 8,700 | 8,800 | 8,900 |
| 9,000 | 9,100 | 9,200 | 9,300 | 9,400 | 9,500 | 9,600 | 9,700 | 9,800 | 9,900 |

