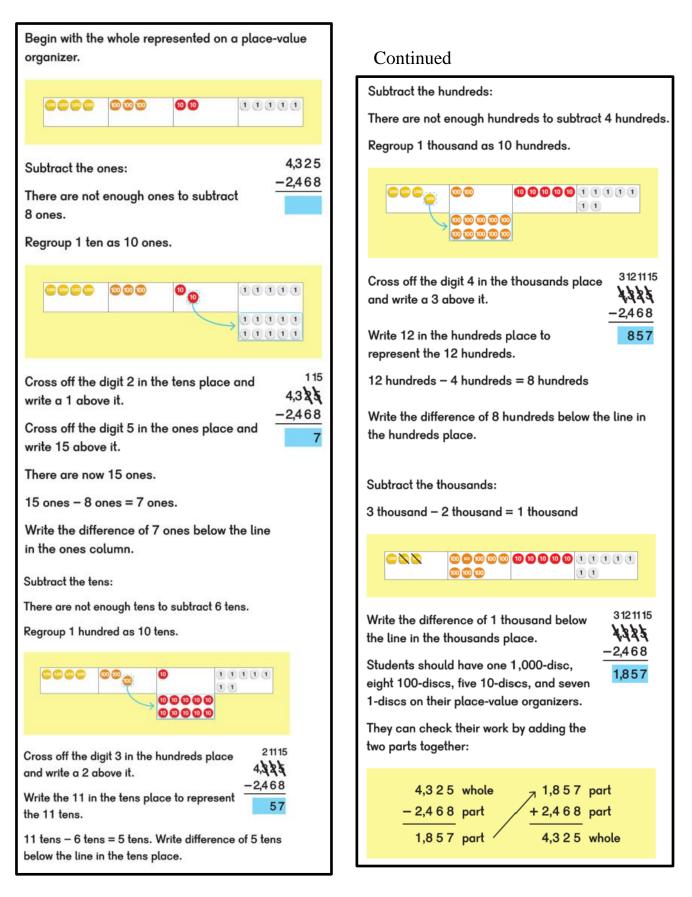
Dimensions Math Grade 3 Letter Home Chapter 3 Addition and Subtraction - Part 2

Home Connection

In this chapter, your child will extend their knowledge of the addition and subtraction vertical algorithm. During class students will use place-value discs to enrich their conceptual understanding of the algorithm as they gain procedural fluency. A sample demonstration of the **addition algorithm** with place-value discs for four-digit numbers is shown here.

	Continued
9 ones + 2 ones = 11 ones 2,652 Regroup 11 ones as 1 ten and 1 one.	Add the hundreds, including any regrouped hundreds: 6 hundreds + 7 hundreds + 1 hundred = 14 hundreds
Write the digit 1 at the top of the tens1column denoting the regrouped 102,652ones, and the digit 1 below the line in+1,749the ones column.1	Regroup 10 hundreds + 7 hundreds + 7 hundreds = 14 hundredsRegroup 10 hundreds as 1 thousand and 4 hundreds.Write the digit 1 at the top of the 111thousands column denoting the regrouped 2,65210 hundreds, and 4 below the line in the +1,749hundreds column.401
Add the tens, including any regrouped tens:5 tens + 4 tens + 1 ten = 10 tensRegroup 10 tens as 1 hundred and 0 tens.Write the digit 1 at the top of thehundreds column denoting the regrouped2,65210 tens, and the digit 0 below the line in±1,749the tens column.	Add the thousands, including any regrouped thousands 2 thousands + 1 thousand + 1 thousand = 4 thousands Write the digit 4 below the line in the hundreds column. 2,652 + 1,749 = 4,401

As with addition, students will use the place-value discs while learning the **subtraction algorithm.**



When practicing the addition and subtraction processes, avoid using the terms "carrying" or "borrowing" as it can lead to confusion about place value and does not help students understand regrouping. It is also helpful to emphasize the place being regrouped to or from. For example: Regroup 1 **thousand** as 10 **hundreds**.

During this chapter, students will also be shown two different rounding strategies in order to estimate an answer.

1. Students can round each number to the greatest place for both

numbers. For example:

OR

4,275 - 696 T ,000 - 700 = 3,300

2. Students can round both numbers to the greatest place for the lesser

number. For example:

4.275 - 696 .300 - 700 = 3.600

What can we do at home?

Automatic recall of math facts to 20 is critical for students' ability to successfully use the addition and subtraction algorithms. At this point in third grade students should have mastered addition and subtraction to 20 and multiplication and division of 2, 3, 4, 5, and 10. Here is a fun card game for daily addition and subtraction practice:

Last Out

Materials: deck of playing cards with the face cards removed

- This game can be played with 2 to 5 players
- Deal each player 5 cards. Flip the top card face-up to start the pile.
 - Red cards are subtraction cards
 - Black cards are addition cards
- Player One lays down a card and adds or subtracts that number on their card. They then draw another card.
- Player Two lays down a card and adds or subtracts that number on their card. They then draw another card.
- Play continues but may not go above the number 20 or below zero. If a player cannot play any card in their hand, they are out. The last player to go out, wins.

For Example:

- The start card is 5.
- Player One lays down a black 8, they say 5 plus 8 is 13.
- Player Two lays a black 1 and say 13 plus 1 is 14.

A video of how to play can be found in the Elementary Parent Resources folder on our TCA Website under the "Parents/Students" tab.