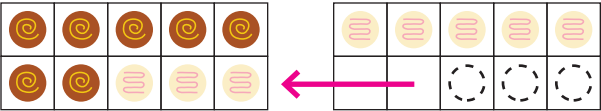


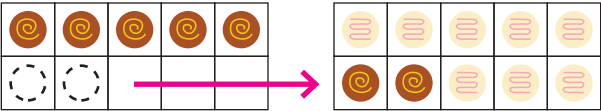

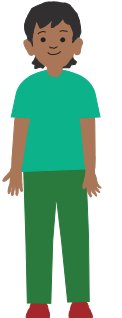


Home Connection

With this chapter, your child continues on the path to developing deep understanding of how numbers go together. Your child will be introduced to addition of 2 one-digit numbers whose sum is between 10 and 20. The main strategy taught is to make a 10. That is, students will use number bonds to decompose, or split, addends into easier combinations to find the total.

 <div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid gray; padding: 10px; margin-right: 20px;"> $7 + 8$  </div>  </div> <p>7 and 3 make 10.</p>	 <div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid gray; padding: 10px; margin-right: 20px;"> $7 + 8$  </div>  </div> <p>8 and 2 make 10.</p> <p>$7 + 8 = 15$</p> <p>There are 15 chocolates altogether.</p>
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Making 10 is a powerful strategy that supports the concept of place value and the concept of equality. Mastery of these foundational skills will support algebraic thinking and the standard addition algorithm with regrouping (which you may know as “carrying”).

$7 + 6$	13
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At the end of this chapter, your child will make fact cards to practice their addition facts to 20.

What can we do at home?

- Practice the language introduced in the textbook. For example, you can ask, “7 and 6 is the same as 10 and what number?”
- When adding, have students show and explain how they found their answer. For example, “8 is close to 10, so 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:

- **Rock, Paper, Scissors, Math!:** Players say, “Rock, paper, scissors, math!” On the word “math,” each player shoots out some fingers on both hands. The player who says the sum of the fingers first is the winner. For example, if Player One shows 7 fingers and Player Two shows 6 fingers, the first player to say, “13” is the winner.
- **Match or Memory:** Using index cards, create a set of addition fact cards showing an expression only, which does not include the equal sign and answer. Then, make a matching set of cards with the sums only. For example, you might make cards that read, “6 + 7,” “7 + 8,” and “8 + 8,” and corresponding cards with “13,” “14,” and “15.” Arrange the cards faceup for Match or facedown to play a game of Memory.
- **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 “Addition to 20” fact cards to move. On his turn, a player draws a fact card and figures out the answer. For example, if he draws $6 + 9$, he moves forward 15 spaces.
- **Race to 20:** Players start at 0. On each turn, players roll the dice and adds that roll to their current total. The winner is the first player to reach 20 points exactly.
- **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 about longer 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!”

