



Grade 1 Newsletter – Our Fifth Math Unit

Unit 5: Place Value, Number Stories and Basic Facts

PURPOSE:

Unit Five will help students begin to grasp the concept of *place value*. This is important as students begin working with larger numbers. Students will learn to recognize, for example, that the number 72 has the digit 7 in the tens place, so there are “7 tens” and the digit 2 in the ones place, so there are “2 ones.” We will use base-10 blocks to represent numbers and to find the sums of two numbers. We will also use place value to determine “greater than” and “less than” relationships. We will continue to work on developing fact power with our basic addition and subtraction facts. Students will practice place value and addition and subtraction by acting out number stories and representing them with number models (e.g. $2+5=7$). We will also look at number patterns and number relationships.

SUGGESTIONS FOR ACTIVITIES AT HOME THAT WILL SUPPORT OUR UNIT:

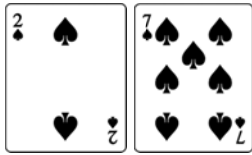
- Tell addition and subtraction number stories to your child. Have your child solve the problem using various household objects, and then record the answer in number models.
- Tell the time (on the hour, half-hour, or quarter-hour) and have your child draw a picture of a clock to represent each time.
- Have your child tell the time on an analog clock. Students should be able to tell the time on the hour and half hour. They are developing their ability to tell the time on the quarter hour.

GAMES TO PLAY:

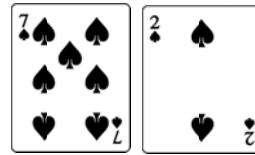
Here are two new games to play at home. The instructions are simple and you likely have all the materials needed at home already.

The BIGGEST of Them All – This game helps to build the concept of place value.

Highest Roller – This game is another fun way to work on basic addition facts.



The Biggest of Them All!



Materials: at least 2 players, a deck of playing cards without the 10, J, Q or K (For this game you need the A, 2, 3...9 cards only.) For this game, ace = 1.

Purpose: To help children learn how to create 2-digit numbers (i.e. 36 or 92) and to compare them.

How to play: This game is similar to the card game War.

1. One player deals all the cards. Do not look at the cards. Each player should place their cards in a pile face-down in front of them.
2. Each player should flip over the top 2 cards on their pile. Then create the biggest number possible with the two cards. E.g. if a player flips over a 7 and a 2, then they could make the number 27 or 72. The goal is to create the biggest number, thus the player should choose to create 72.
3. Each player tells what number they have by saying "My number is There are ...tens and ... units." E.g. my number is 72, there are 7 tens and 2 units.
4. Then players compare numbers. The player with the biggest number gets all the cards that have been used to create the numbers. E.g. if player 1 has the number 72 and player 2 has the number 85, then player 2 gets the cards used to make 72 and 85.
5. Repeat steps 2 through 4. The game ends when 1 player has all the cards.

Highest Roller

This game can be played with 2 players or in a small group.

Materials: 2 dice and a bunch of coins

Directions:

1. Players take turns. The first player rolls 2 dice and finds the total. The second player rolls the dice and finds the total.
2. The player with the higher sum takes a coin.
3. If there is a tie between players, each player takes a penny.
4. The player with the most pennies at the end of the game wins. Alternatively, the player to collect 20 coins first wins.

Challenge...if you are ready for a challenge, add a third or fourth die to the game.