

KEY CONCEPT OVERVIEW

During the next week, our math class will focus on adding two- and three-digit numbers up to 1,000. We will continue to use place value disks and chip model drawings to model and solve addition problems requiring bundling units to make a new ten or a new hundred. Students will use these models side by side with the vertical form.

You can expect to see homework that asks your child to do the following:

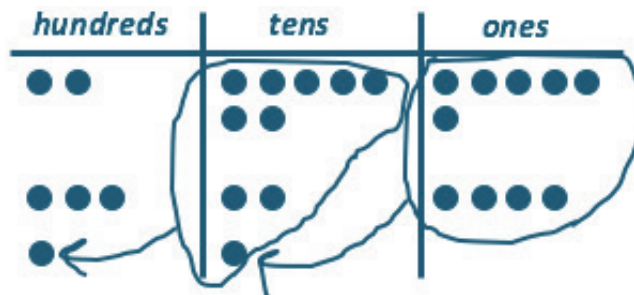
- Use a place value chart, place value disks, the chip model, and vertical form to model and solve three-digit addition problems.
- Solve three-digit addition problems by using different strategies, such as a number bond or the arrow way, and explain the reason for choosing that strategy.

SAMPLE PROBLEM (From Lesson 11)

Solve by using vertical form. Draw chips on a place value chart to help solve the problem. Bundle as needed.

$$276 + 324 = 600$$

$$\begin{array}{r} 276 \\ + 324 \\ \hline 600 \end{array}$$



Additional sample problems with detailed answer steps are found in the *Eureka Math Homework Helpers* books. Learn more at GreatMinds.org.

HOW YOU CAN HELP AT HOME

- Ask your child to explain what he is doing when solving problems from Topic B; this explanation helps him develop the habit of using place value language. Listen for words and phrases such as ones, tens, hundreds, making a new ten, and making a new hundred. Model these words and phrases when reviewing homework with your child.
- Ask your child the following questions as she completes her homework: Do you have enough ones or tens to bundle? Where do you record the new ten or hundred in the chip model? How do we show this change when using vertical form? As your child becomes more confident, invite her to show and explain the two models.
- Encourage your child to make neat, organized chip model drawings (see image in Sample Problem) to help him see when he can bundle a group of 10 ones or 10 tens to make a new unit of ten or a hundred. Neat drawings can help your child avoid making errors as he moves through the steps of the algorithm.