



FAMILY LETTERS

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Family Letters keep the home-school connection strong by involving parents in their student's learning. Parents can easily stay up-to-date on their child's education, giving them the ability to understand concepts in a whole new way and better assist their child with practice and review for assessments.

Chapter 1 Addition and Subtraction Situations (continued)

	Learning Target	Success Criteria
Chapter 1 Addition and Subtraction Situations	Understand addition and subtraction.	- I can identify when to add or subtract. - I can model addition and subtraction. - I can write an addition equation and a subtraction equation. - I can solve word problems. - I can identify how many there are to start
1.1 Addition: Add To	Add to a group of objects and	

1.2 Solve Add To Problems
1.3 Solve Put Together Problems
1.4 Solve Put Together Problems with Both Addends Unknown
1.5 Solve Take From Problems
1.6 Solve Compare Problems: More
1.7 Solve Compare Problems: Fewer
1.8 Solve Add To Problems with Change Unknown
1.9 Connect Put Together and Take Apart Problems

2 Florida Grade 1 Resources by Chap

Chapter 1 Addition and Subtraction Situations

Dear Family,

In this chapter, your student is learning about addition and subtraction. The addition lessons address joining objects of the same type and putting together groups of similar objects. The subtraction lessons address removing objects from a group, or comparing two groups to find how many fewer or how many more. The vocabulary words associated with this chapter are: addition, more, add, addend, plus, equals, sum, part, whole, part-part-whole model, equation, add, addend, plus, equals, sum, part, whole, part-part-whole model, subtraction equation, subtract, minus, difference, more, and fewer.

There are many situations at home that you can use to model addition or subtraction. The kitchen is a great place to start! The maximum sum for any activity in this chapter is 10. This aligns well with many cooking for any activity in this chapter is 10. This aligns well with many cooking

When preparing part of a meal, or baking goods, use the following strategies:

- To model addition, separate the tomatoes, carrots, eggs, cup food objects you are using for a recipe into two groups. Ask student to count the number of objects in each group. Then ask, "How many are in each group? How many are there in all when I join groups together?"
- Show your student the number of objects you currently have. Then tell your student that you need a certain number of objects (10 or fewer) for the recipe. Ask, "How many more do I need?"
- To model subtraction, show your student the number of objects you currently have. Then tell your student that you need a specific number of the objects (fewer than the given) recipe. Ask, "How many fewer do I need?"
- Model other scenarios, making sure to use terms such as "join," and "difference."

By the end of this chapter, your student should feel confident learning targets and success criteria on the next page. Encourage your student to think of other opportunities related to cooking to use subtraction contexts, such as buying items at a grocery store. Have a great time in the kitchen!

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216 Florida Grade 1 Resources by Chapter

Chapter 5 Subtract Numbers within 20 (continued)

	Learning Targets	Success Criteria
Chapter 5 Subtract Numbers within 20.	Use strategies to subtract.	- I can model subtraction strategies. - I can write subtraction equations. - I can explain the strategy I used. - I can apply strategies to solve word problems. - I can use a number line to count back from.
5.1 Count Back to Subtract within 20	Use the closed back strategy to	

5.2 Use Addition to Subtract within 20

5.3 Get to 10 to Subtract

5.4 Subtract 9

5.5 More True or False Equations

5.6 Make True Equations

5.7 Problem Solving: Subtraction within 20

Name

Chapter 5 Subtract Numbers within 20

Dear Family,

In this chapter, your student will be subtracting with numbers greater than 10. The strategies counting back and using addition to subtract will be used again. The subtraction strategy get to 10 will be introduced to your student as well. The vocabulary words students will review in this chapter are bar model, difference, minus, part-part-whole model, and subtraction equation.

There are many situations at home that you can use to practice subtraction. Meal and snack times present many opportunities. Keep in mind that the maximum number of objects your student will work with in this chapter is 20. While sharing a meal or snack, use the following activities:

- Give your student a number of items, such as raisins. Ask how many there are. Then say, "Suppose you plan to eat 9 of the raisins. How can you count back to find how many raisins will be left? How can you use a related addition equation?"
- Cut 2 cups off 2 egg cartons so that each carton has 10 cups. Count out 16 grapes and have your child place 1 grape per cup to fill 1 egg carton and use as many cups as needed of the second carton. Say that you plan to eat 8 grapes. Use the get to 10 strategy to find the number of grapes left: Get from 16 to 10 by subtracting 6. Model this by removing the 6 grapes from the second carton. Because $8 = 6 + 2$, you still need to subtract 2 from the 10. Model this by removing 2 grapes from the first carton. Have your child explain each step as it is completed.
- Review making true addition or subtraction equations by giving yourself several items and giving your child fewer of the items. Ask, "How many more do you need so that we both have the same amount?" Then repeat the activity, giving your child more than you have. Ask, "How many do you need to take away so that we have the same amount?"

By the end of this chapter, your student should feel confident with the learning targets and success criteria on the next page. Encourage your student to think of other ways to model and practice subtraction strategies. Have a great time snacking and subtracting together!

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Florida Grade 1 Resources by Chapter 215

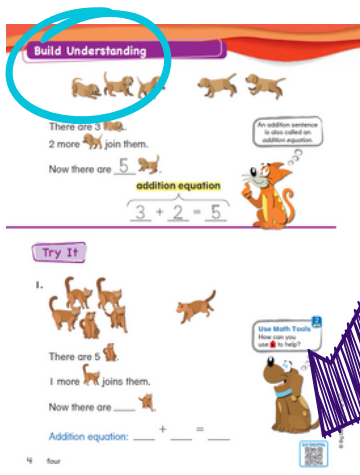
Click **HERE** to Access All Grade 1 Family Letters



Using Big Ideas Learning Homework & Practice QR Codes in Grade 1

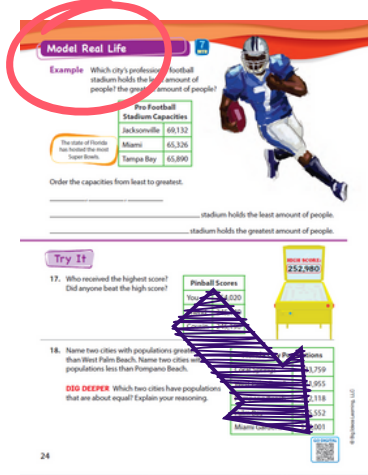
Each Homework and Practice page has a QR Code® to link students and parents to at-home videos for each lesson. This provides access to the videos that align to the lessons, including click-through example videos.

Homework & Practice videos are available for **Build Understanding** and **Model Real Life** sections of each lesson.



STEP 1:

To access videos, scan the QR Code at the bottom of your child's Student Edition book.



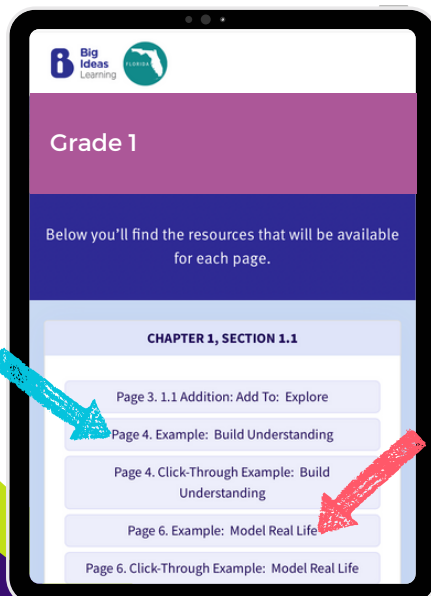
STEP 2:

Open your cell phone camera or a QR Code scanner app. Scan QR Code at the bottom of the page.



STEP 3:

Select **Build Understanding** or **Model Real Life** to access the videos that provide the examples from your child's class instruction. Use the remaining links should you need additional support or further math skills assistance.



1 SKILLS REVIEW HANDBOOK

Skills Review activities provide practice for grade level appropriate skills. This ensures students are solid on basic concept understanding. For your additional practice, links to interactive games are listed below.

Count & Write Numbers to 120

[Activity 1](#)

[Activity 2](#)

[Activity 3](#)

[Activity 4](#)

 **GAME**
[Drop and Build](#)

Add 2-Digit Numbers with 1-Digit Numbers

[Activity 1](#)

[Activity 2](#)

[Activity 3](#)

[Activity 4](#)

 **GAME**
[Three in a Row](#)

Subtract 1-Digit Numbers from 2-Digit Numbers

[Activity 1](#)

[Activity 2](#)

[Activity 3](#)

[Activity 4](#)

 **GAME**
[Numberland](#)

Measurement

[Activity 1](#)

[Activity 2](#)

*Game Not Available

Time and Money

[Activity 1](#)

[Activity 2](#)

[Activity 3](#)

 **GAME**
[Time or Money Flip and Find](#)

Algebraic Reasoning

[Activity 1](#)

[Activity 2](#)

[Activity 3](#)

[Activity 4](#)

*Game Not Available

2- and 3-Dimensional Shapes

[Activity 1](#)

[Activity 2](#)

[Activity 3](#)

[Activity 4](#)

[Activity 5](#)

 **GAME**
[Shape Roll and Build](#)

Data Analysis

[Activity 1](#)

[Activity 2](#)

[Activity 3](#)

 **GAME**
[Spin and Graph](#)



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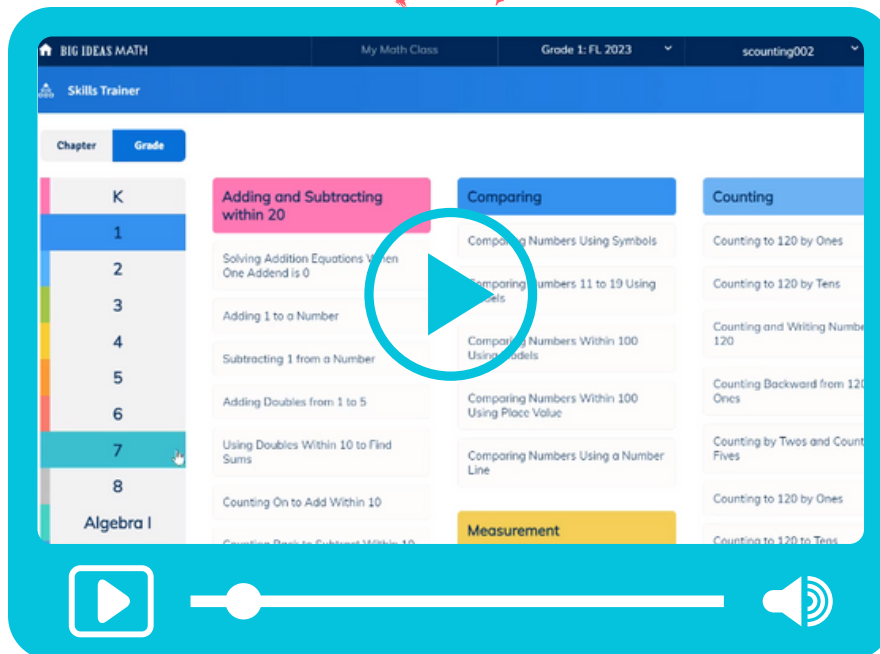
SKILLS TRAINER

Skills Trainer is a built-in program that provides ample opportunities for students to practice and achieve fluency in skills from prior grades.

Ready for the bonus? Skills Trainer does not have to be assigned by a teacher because students have full access to every skill along with unlimited practice opportunities.

Learn how to access Skills Trainer from the Student Account.

Click Below to Access Video



SCAN ME