Fact Strategies

All strategies must be used with models. Strategies should move from concrete to pictorial to abstract.

Counting On and Counting Back

Description	Example	
 Use when adding 1 or 2 to a given number Use when subtracting 1 or 2 from a given number 	• 6 and 1 more \rightarrow 6 +1 • 6 and 2 more \rightarrow 6 + 2 • 6 and 1 less \rightarrow 6 - 1 • 6 and 2 less \rightarrow 6 - 2	

Counting On -Order/Commutative Property

Description	Example
 Use larger addend to	$6+3 \longrightarrow 6 \underline{789}$
begin counting on Understand addition is	is
commutative	$3+6 \longrightarrow 3 \underline{456789}$

Zero Facts - Adding 0

Description	Example		
 Additive Identity Property	4 + 0	5 + 0	
of Zero Getting "NO" More	0 + 4	0 + 5	

Combinations of 10

Description	Example	
• Number combinations that create a 10	0 + 10 1 + 9 2 + 8 3 + 7 4 + 6 5 +	10 + 0 9 + 1 8 + 2 7 + 3 6 + 4

Making Ten

Mackenna has 10 crayons. Some are red and some are blue. How many of each could she have? How many red? How many blue?



Subtract Within Ten

Haley bought 9 cookies from the store. She ate 2 of them. How many cookies did she have left? 7 left 7 left 7 left 9 - 2 = 7 7 left 7 left 9 - 2 = 7 7 left 7 left9 - 2 = 7



Grade K Models and Strategies

This brochure highlights some of the models and strategies used to develop computational fluency through a deep understanding of place value, number sense, and properties of operations.

By learning multiple strategies, students think flexibly, make connections, and choose the most effective and efficient strategy for problem solving.







Ten Frames

Matthew has 6 balloons. Four are yellow and the rest are red. How many balloons are red?

