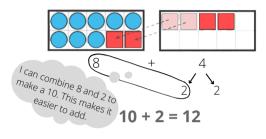
## **Addition: Making a Ten**

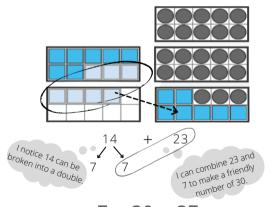
(Friendly Numbers)

A friendly number is a number that is easy to work with. For example, multiples of 10 are "friendly" because they are easier to add or subtract.

Think about how 8 + 4 can be thought of as 10 + 2 instead.



We can use **ten frames** to model the problem.



7 + 30 = 37

#### **Addition: Partial Sums**

I can break apart both addends by place value

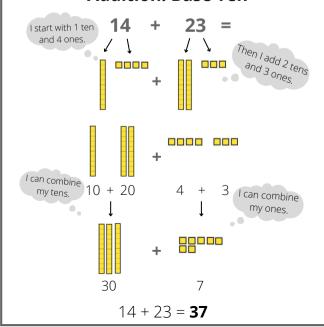
30 + 7 = **37** 

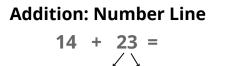
I can break apart one addend by place value

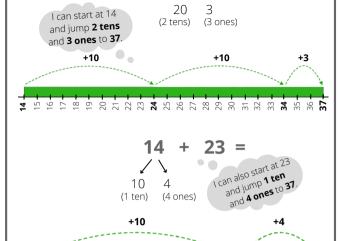
### **Addition: Hundred's Chart**

					-+art	at 14 i	anu _		
1	2	3	4		n start mp <b>2 r</b> for a t	9	10		
11	12	13	Start 14	15	for a U	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	J. and	ump	57	58	59	60
61	62	63	1 car	n then i	37.	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120

#### **Addition: Base Ten**







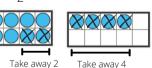
# Subtraction: Making a Ten (Friendly Numbers)

23 24 25 25 26 27 27 27 28 29 30 31 33 33

By taking away 4 from 14 I can make a ten.

14 - 6 = 
$$\binom{1}{c_{an think of 6}}$$

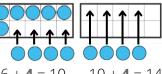




Now I can take away the remaining 2 from 10.

## Counting Up (think addition)





6 + **4** = 10 10 + **4** = 14

So 6 + 8 = 14 and 14 - 8 = 6

How many more from 10 to 14.

## **Subtraction: Hundreds Chart**

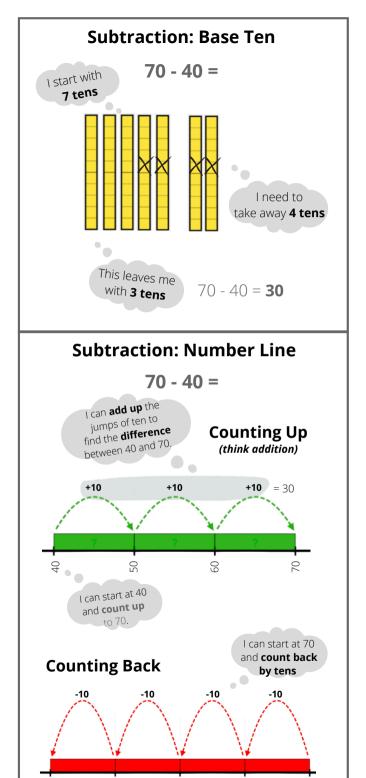
**Counting Back** 

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	) can 9	start at	70 and	10 <sup>9</sup>	End 30
31	32	33	34	35	I can s	<sub>ack</sub> 4 r or a tota	al of 40	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70 Start
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120

## Counting Up 70 - 40 =

By **thinking** of subtraction as **addition**, I can **count up** to find the difference between two numbers.

1	2	3	4	5	6	7	8	9	10	
11	12	13	14	15	16	er eta	rt at 40	) and	20	
21	22	23	24	25	26	can start at 40		70. –	30	
31	32	33	34	35	36	37	38	39	Start 40	
41	42	43	44	45 Th	46	47	48	49	50	
51	52	53	54	40 <sub>a</sub>	e diffe <sub>l</sub> nd 70 c	rence be for total ju	Petweer	59	60	
61	62	63	64	3 j	umps o	ian be for the total just the ten and the	Dund by Sumps.	69	70 End	7
71	72	73	74	75	76	77	30	79	80	
81	82	83	84	85	86	87	88	89	90	
91	92	93	94	95	96	97	98	99	100	
101	102	103	104	105	106	107	108	109	110	
111	112	113	114	115	116	117	118	119	120	



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# **Grade 1 Models and Strategies**

- Addition
- Subtraction

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.

