Grade 1 Module 2

Tips for Families

Key Concepts Overview

Focus TEKS: **1.2A**, **1.2B**, **1.3B**, **1.3C**, **1.3D**, **1.3E**, **1.3F**, **1.5D**, **1.5E**, **1.5F**, **1.5G**

In Module 2, students learn about addition and subtraction up to 20. They use strategies such as *count on*, *make ten*, and *take from ten* to solve addition and subtraction problems with teen numbers. Your student will:

- ☐ Solve addition problems with addends of 7, 8, and 9 using the *make ten* strategy, which involves breaking apart the smaller number before adding to make a unit of ten. For example, 9 + 4 can be thought of as 9 + 1 + 3 and, finally, 10 + 3.
- ☐ Determine whether it is more efficient to use counting on or the *make ten* strategy to solve an addition problem.
- ☐ Solve word problems involving three addends (numbers).
- ☐ Change the order of addends in an addition problem to make ten (for example, 1 + 5 + 9 = 9 + 1 + 5 = 10 + 5 = 15).
- ☐ Subtract 7, 8, and 9 from teen numbers using the *take from ten* strategy, which involves breaking apart the larger number before subtracting from a unit of ten. For example, 16 – 9 can be thought of as 6 + 10 – 9, and, finally, 6 + 1.
- ☐ Solve word problems involving subtraction of 9 from 10 ones to make a simpler problem.
- ☐ Use 5-group formations (rows) and number bonds to model subtracting 7, 8, and 9 from teen numbers.
- ☐ Solve a variety of word problems using addition and subtraction strategies.
- ☐ Work to understand the equal sign and solve equivalent **expressions** to make true number sentences.
- ☐ Learn about a unit made from 10 ones and name it **a ten**.
- ☐ Understand that teen numbers are made of a ten and some ones (e.g., 11 is 1 ten and 1 one; 12 is 1 ten and 2 ones) and apply this new knowledge when solving addition and subtraction problems.

You can use the checklist above to help monitor your student's progress of the knowledge and skills in this module. Daily sample problems with solutions and thought bubbles are found in the Homework Helper pages in the Succeed Student Edition to help you support your student as they work at home.

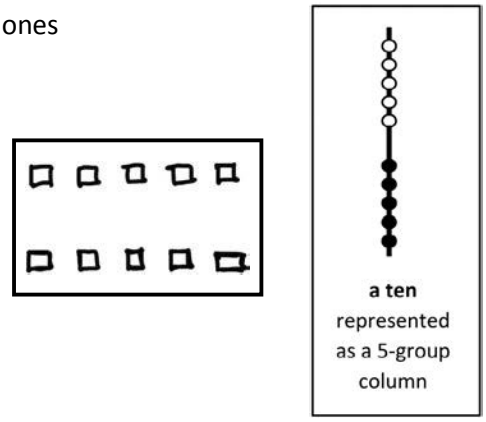
Additional Ways to Help at Home

- Play the game "Take Out 1" with your student. Say a number up to 10 (e.g., 6). Invite your student to write a number bond quickly, using 1 as a part (1 and 5). Once your student is confident taking out 1, move on to taking out 2 or 3.
- Play a game to practice making ten. Use the 7, 8, and 9 cards from a deck of cards. Player A flips over a card (e.g., 7). The first player to call out the amount needed to make ten keeps the card. The player who has the most cards after all cards are flipped wins the round. The winning player gets to shuffle and flip the cards in the next round. Take turns with your student being Player A.

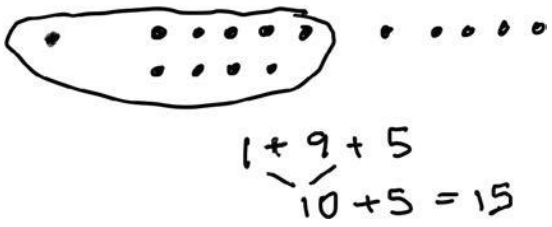
- Play another game with the 7, 8, and 9 cards from a deck of cards. You call out a teen number (e.g., 13) and then turn over a card (e.g., 7). Your student then says the number sentences that add up to 13, first by making ten and then by adding on the ones (7 + 3 = 10; 10 + 3 = 13). Switch roles after every turn and call out a different teen number each time.
- Guide your student to practice subtracting 7, 8, and 9 from teen numbers (numbers 11–19) by using the *take from ten* strategy. For example, 13 – 7 can become 10 – 7 + 3.
- Write a false number sentence, such as 10 + 3 = 6 + 6. Challenge your student to make the number sentence true by changing only one number.
- Reinforce place value understanding by breaking apart a teen number (numbers 11–19). Call out a teen number (e.g., 15). Your student breaks the number into a ten and some ones (1 ten 5 ones).

Terms

A ten: a group, or unit equal to 10 ones



Compose (*Componer*): to put together or group



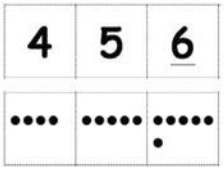
Decompose (*Decomponer*): to break into parts

Expression (*Expresión*): a number sentence without an equal sign

$$2 + 1$$
$$5 - 3$$

Models

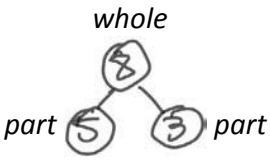
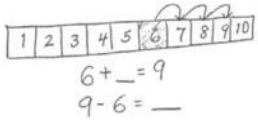
5-Group Cards



5-Group Column

5-Group Rows

Number Bond



Number Path