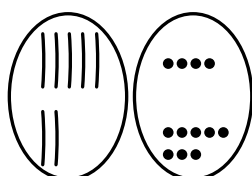


FAMILY MATH

Extending Addition to 100

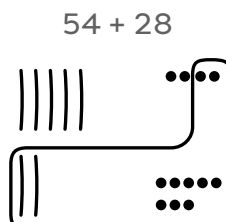
Dear Family,

Your student is using familiar drawings and strategies to add two-digit numbers. Now the totals are larger and your student is practicing adding up to 100. They may draw to represent each number by using lines for tens and dots for ones. Then your student chooses how to combine the numbers. Using various strategies, shown here, allows your student to think flexibly and prepares them for adding with larger numbers in later grades.



$$70 + 12 = 82$$

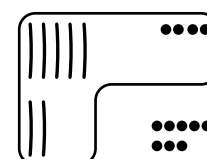
Add by grouping all of the tens and all of the ones. This is called adding tens with tens and ones with ones.



$$28 + 2 = 30$$

$$30 + 52 = 82$$

28 is close to 30. Adding 2 ones from 54 to the 28 makes this an easier problem: $30 + 52$. This is called making the next ten.



$$54 + 20 = 74$$

$$74 + 8 = 82$$

Count on from 54 by tens. Then add the remaining ones. This is called adding tens first.

At-Home Activities

How Many Ways?

Gather a collection of small objects, such as paper clips, crayons, pennies, or socks. Start the activity by making a group of 10 objects. Invite your student to make more groups of 10 objects until fewer than 10 objects remain. Together, count by tens (10, 20, 30, 40, 50) and then by ones (51, 52, 53, 54) to find the total. Then, ask your student, “Is there another way to count these objects?” For example, your student may choose to count by ones first (1, 2, 3, 4), and then by tens (14, 24, 34, 44, 54).

Ready, Set, Make 100

Invite your student to play a game with you. Tell your student that each finger represents 10. Begin by making a fist and saying, “Ready, set, make 100!” When you say, “Make 100!” show 0 to 10 fingers. Have your student count how many you are showing. For example, you might show 2 fingers, which represents 2 tens or 20. Then ask your student to show the number of fingers that when combined with yours makes 100. For example, your student would hold out 8 fingers to represent 8 tens or 80 when you are showing 2 fingers. Continue playing and take turns going first.

Adapt this game by using other counting tools to represent 10, such as playing cards or building blocks.