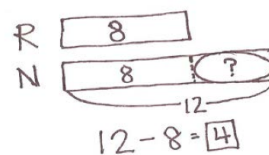


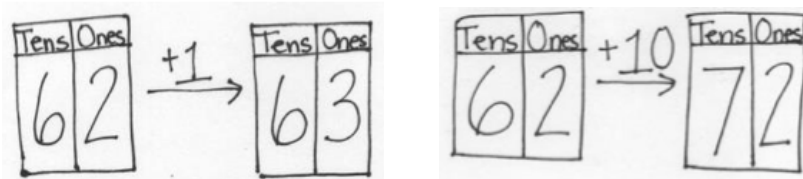
# First Grade Math Parent Letter - Module 6:

## Place Value, Comparison, Addition and Subtraction to 100

In this module, students will use everything they have learned throughout the year to stretch themselves and solve a variety of different problems. In the beginning of the module, students will solve comparative word problems using tape diagrams to represent the different comparisons, as shown to the right.



The module continues, extending students' use of counting and understanding of tens and ones to numbers up to and including 120. For example, students will work with numbers such as 83, interpreting it as 8 tens and 3 ones. Their practice continues as they identify 10 more, 10 less, 1 more, and 1 less than any two-digit number to strengthen their knowledge of place value and to help them more readily add and subtract two-digit numbers, as seen below.



Moving on, students work on addition and subtraction. With some problems, they will find that the sum of the digits in the ones place is greater than 10, so they will have to apply various methods they've learned to solve them. In addition, students will focus on using drawings, numbers, and words to solve, demonstrating their knowledge of place value, addition, and subtraction.

Later in the module, students use what they know about tens and ones to show different ways of representing the values of coins. For example, they might represent 25 cents using 1 quarter, 25 pennies, 2 dimes and 1 nickel, or 1 dime and 15 pennies.



As the module continues, students will have a variety of challenging word problems to solve. Some of these will ask students to compare in difficult ways such as, "Alice has 23 jelly beans. She has 7 more times than Bobby. How many jelly beans does Bobby have?" At the end of this portion of the module, students practice all the different types of problems they have learned throughout the year.

The module ends with students learning a variety of fluency games and activities that they can use over the summer to keep up their speed and accuracy with solving problems. One example is called "Missing Part: Make Ten." To play this, one child holds a card with a 1-digit number up to his or her forehead. His or her partner tells how many more is needed to make a ten, and the student with the card guesses the card he or she has.