1st Grade Math

Module 2: Introduction to Place Value Through Addition and Subtraction Within 20

Math Parent Letter

This document is created to give parents and students a better understanding of the math concepts found in Eureka Math (© 2013 Common Core, Inc.) material, which is taught in the classroom. Module 2 of Eureka Math covers the introduction to place value through addition and subtraction within 20. This newsletter will discuss Module 2, Topic B.

Topic B: Counting On or Taking From Ten to Solve *Result Unknown* and *Total Unknown* Problems.

In this topic, students will begin solving word problems by using manipulatives (concrete materials). Then they will progress to using 5-group drawings, and finally solve by using number bonds.
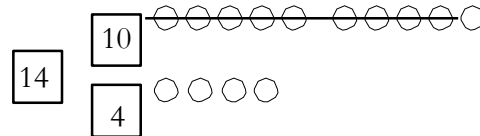
Objective of Topic B

1 Solve word problems with subtraction of 9 from 10.

2 Model subtraction of 9 from teen numbers.

3 Relate counting on to making ten and taking from ten.

4 Model subtraction of 8 from teen numbers.

5 Compare efficiency of counting on and taking from ten.

6 Subtract 7, 8, and 9 from teen numbers.

7 Share and critique peer solution strategies for *take **from** with result unknown* and *take apart with addend unknown* word problems from the teens.

Focus Area– Topic B

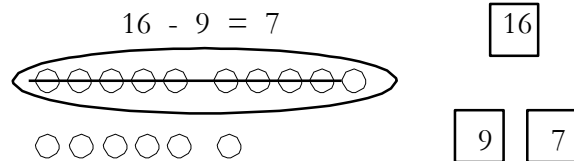Counting On or Taking From Ten to Solve *Result Unknown* and *Total Unknown* Problems.

There are 14 stickers on the desk. 10 stickers are of princesses. 4 stickers are of super heroes. A child took 9 of the princess stickers. How many stickers are left on the desk?

$$14 - 9 = 5$$
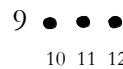There are 5 stickers left on the desk.

First, make a simple math drawing. Then, cross out from the 10 or the other part in order to show what happens in the stories.

First, make a simple math drawing and circle ten. Then solve and make a number bond to go with the subtraction sentence.

$$12 - 9 = 3 \qquad 12 - 9 = 3$$

$$10 - 9 = 1$$
$$1 + 2 = 3$$

Students will solve by counting on and by using the take from ten strategy.

> **To count on, start at the smaller number, and then count on to the larger number.**

> **To take from ten, break apart the whole into a 10 and ones. Then, take 9 away from the 10 to get 1. Add the 1 that is left over from the 10 to the 2 from the 12 to get 3.**