# **Developing Computational Fluency in Grade 3**

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

Many times it is easier to break apart addends. Often it makes sense to break them apart by their place value. Consider 248 + 345

Sometimes we might use partial sums in different ways to make an easier problem. Consider 484 + 276

# **Addition: Adjusting**

We can adjust addends to make them easier to work with. We can adjust by giving a value from one addend to another.

Consider 326 + 274. We can take 1 from 326 and give it to 274.

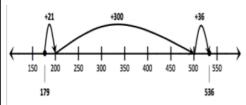
Consider 173 + 389. We can take 27 from 389 and give it to 173 to make 200.

More Friendly Problem 
$$+27$$
  $-27$   $-200$   $+362$   $=562$ 

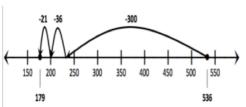
#### Subtraction: Count Up or Count Back

When subtracting, we can count back to find the difference of two numbers. In many situations, it is easier to count up.

#### Consider 536 - 179



We can count up from one number to the other. The difference is 300 + 21 + 36 or 357. (above)



We can count back from one number to the other. The difference is -300 (land at 236), -36 (land at 200), – 21 (end at 179).

# **Subtraction: Adjusting**

We can use "friendlier numbers" to solve problems. 4,000 – 563 can be challenging to regroup. But the difference between these numbers is the same as the difference between 3,999 – 562. Now, we don't need to regroup.

## What Is Multiplication?

Multiplication has different representations based on the context. Regardless of the representation, the product of any 2 factors remains the same. Representations for 3<sup>rd</sup> grade include:

## Repeated Addition:

6+6+6+6 4+4+4+4+4+4 These examples are for 6 x 4.

# Equal Groups / Sets:

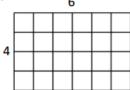
4 groups of 6 hearts



6 groups of 4 hearts



# Area/Array Model:



 $6 \times 4 = 24$  square units -or- $4 \times 6 = 24$  square units

# The Commutative Property

This property allows us to reverse the order of factors. It is useful in many situations.

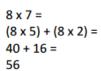
Examples above show that 6 x 4 is equal to 4 x 6 regardless of the representation.

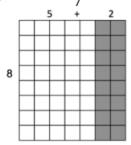
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#### Multiplication: Area/Array Model

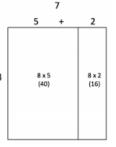
The area/array model for multiplication and the distributive property are used to solve multiplication problems.

Model for 8 x 7:





This is the same model without inner squares. It is considered an "open model."



Students move from area/array models to working with partial products and the distributive property.

# **Multiplication: Multiples of 10**

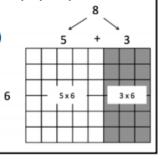
3 x 1 = 3 3 x 4 = 12 3 x 1 ten = 3 tens 3 x 4 tens = 12 tens

3 x 10 = 30 3 x 40 = 120

#### The Distributive Property

This property allows us to break apart factors. It can make computation more efficient. It will be used later in algebra.

In 8 x 6, we can break the 8 into (5 + 3). 8 x 6 becomes  $(5 \times 6) + (3 \times 6)$ .



#### Division: Think Multiplication

Multiplication and division are related. When working with division, it sometimes makes sense to "think multiplication." 12 ÷ 4 could be thought of as "4 times what equals 12."

How many groups of 4 are in 12 hearts? What is 12 ÷ 4?







What times 4 equals 12? 3 x 4 = 12 so there are 3 groups of 4 hearts.







# Thurgood Marshall Family Math Night



**Grade 3** 

Adapted from: <a href="http://smart.wikispaces.hcpss.org">http://smart.wikispaces.hcpss.org</a>

**Howard County Public Schools**