First Grade Mathematics Newsletter

Marking Period 2, Part 1

MT	Learning Goals by Measurement Topic (MT) Students will be able to		
Number and Operations in Base Ten	 describe a 2-digit number as representing the amount of tens and ones. compose (put together) and decompose (take apart) a 2-digit number into different groupings of tens and ones. 	value: 4	
Operations and Algebraic Thinking	The equal sign means that the quantity on the left number 6 makes the va		
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Thinking and Academic Success Skills (TASS)				
	<u>lt is</u>	In mathematics, students will		
Fluency	generating multiple responses to a problem or an idea.	 use multiple strategies when solving addition and subtraction word problems and equations. actively participate in math discussions by asking questions about the strategies used by both the teacher and peers. 		
Intellectual Risk Taking	accepting uncertainty or challenging the norm to reach a goal.	 volunteer an answer even if there is a possibility of being incorrect. willingly attempt new strategies and share thinking when solving word problems with an unknown (missing number) in any position. ask for help and make changes in thinking when a strategy or problem is confusing. 		

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Marking Period 2, Part 1

Learning Experiences by Measurement Topic (MT)				
MT	In school, your child will	At home, your child can		
Number and Operations in Base Ten	 describe the value of a 2-digit number verbally, in writing, and in pictures. In 32, the value of the 3 is 30. The value of the 2 is two. compose (put together) and decompose (take apart) a 2-digit number into different groupings of tens and ones. Example: 32 	 go on a number search for 2-digit numbers (ages of family members, street signs, mail, recipes, newspapers, television channels, etc.) and describe the value of the digits. play a game! Think of a mystery 2-digit number. Have your child ask yes/no questions about the mystery number such as, "Is it greater/less than?" and "Is the digit in the tens place greater than the digit in the ones place?" play an online game practice place value: http://www.bbc.co.uk/schools/starship/maths/placethepenguin.shtml 		
Operations and Algebraic Thinking	 discuss and explore the meaning of the equal sign (=). For example, if a student is asked to find the unknown (missing number) in 4 + 3 = 2 + □, the number "5" is identified as the number needed to make both sides of the equation the same.	 play a game! Put the numbers 1-9 in a bag. Have your child choose two numbers from the bag to create and solve equations with unknowns in all positions.		