



Chapter 3 Place Value

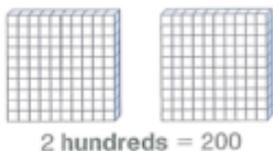
In this chapter, children learn techniques for working with numbers to 999. At the beginning of the chapter, children explore strategies for counting the number of items in a large group. They see that grouping by tens can be helpful to keep track of what has been counted and that estimation is useful when a precise count is not needed.

About the Math

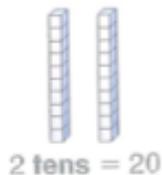
- Systematic grouping by 10's helps to organize the counting of objects.
- Children represent numbers with sounds, hand signals, and drawings to promote understanding for all types of learners.
- The concept of regrouping by 10's (trading 10 of one block for a single larger block or trading 1 block for 10 smaller blocks) will be worked on over the course of the year.
- Children use the place value structure of the number system to compare numbers.

Vocabulary

hundreds



tens



ones

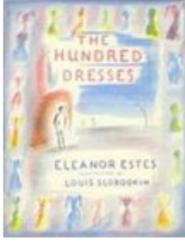


Literature Connection

The Hundred Dresses

By Eleanor Estes

Math Concept: meaning of 100



In the Car Activities

★ Compare 2 two-digit numbers

★ Add 12 to a two-digit number by first adding 10, then 2 more.

Family Fun

Place-Value Match

Work with your child to prepare game cards to play *Place-Value Match*.

- Use index cards or slips of paper to make a set of 32 game cards. On 16 cards, write a three-digit number. On the remaining cards, write the number of hundreds, tens, and ones in each three-digit number.
- Partners shuffle the cards, and each one takes 6 cards. They put the remaining cards in a face down stack.
- Players take turns asking each other for cards to make a match. For example: Do you have a card for 4 hundreds, 7 tens, and 3 ones?
- If the partner does not have the matching card, the player chooses a card from the stack. If the partner has the card, a match is made, and the player puts the pair of cards aside.
- The first player to match all of his or her cards wins the game.

Guess How Many?

Work with your child to estimate and count objects.

- Gather a container of small identical objects such as pennies, paper clips, or marbles. Ask your child to take a handful of the objects and count them.
- Without counting, each player guesses the number of objects in the container and writes the guess on a sheet of paper.
- Players then work together to group the objects into sets of ten to count the total number of objects. The objects are returned to the container.
- The player with the guess closer to the actual number is the winner.

