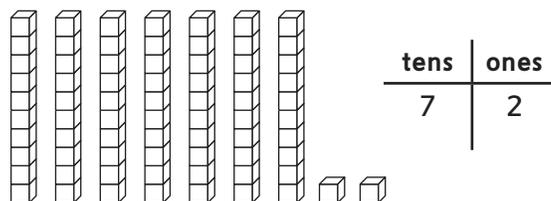


Place Value and Comparisons

In Unit 5, children begin to use larger numbers and explore place value. They learn that the digits in a 2-digit number represent the number of tens and ones. For example, in the number 72, 7 is in the tens place and has a value of 7 tens, or 70; 2 is in the ones place and has a value of 2 ones, or 2. Children use base-10 blocks to represent numbers and to demonstrate their understanding of place value by exchanging 10 ones for 1 ten, and vice versa.



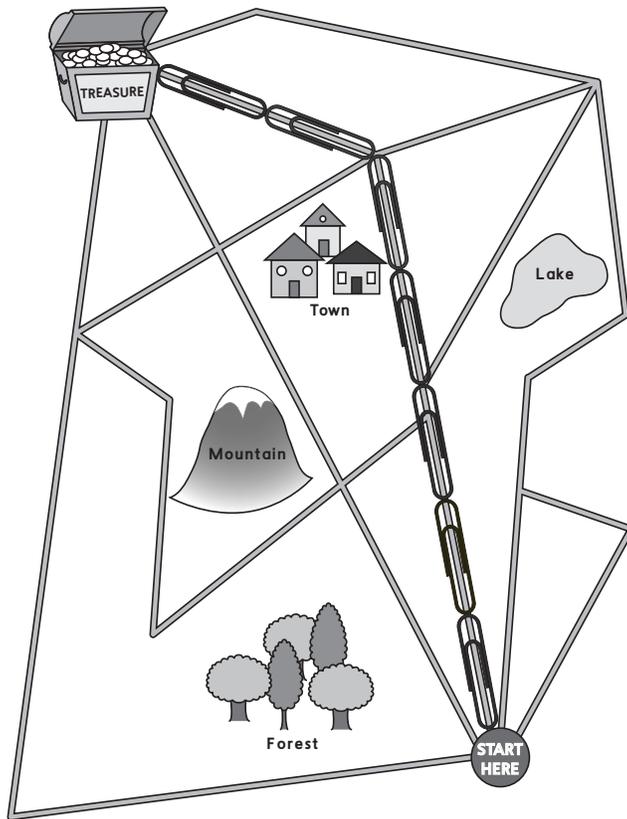
Children compare numbers using the symbols $<$, $>$, and $=$. They discuss what the equal sign ($=$) means and how to use it. They determine whether number sentences are true or false.

These number sentences are true:	These number sentences are not true; they are false:
$2 + 9 = 9 + 2$	$4 + 5 = 3 + 7$
$4 + 7 = 15 - 4$	$9 - 8 = 1 + 1$
$3 + 3 = 1 + 5$	$13 - 4 = 10 - 9$
$10 = 10$	$7 = 12 - 8$

Children go from comparing numbers with $<$ and $>$ to modeling comparison number stories. In comparison stories, they decide which of two quantities is larger and then find the difference. Children use situation diagrams to help make sense of these problems.

Unit 5: Family Letter, *continued*

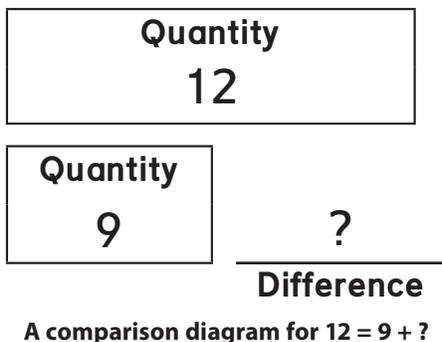
Children also spend more time on measurement. They measure different sections of a crooked path and add the lengths to find the total length of the path.



Please keep this Family Letter for reference as your child works through Unit 5.

Vocabulary Important terms in Unit 5:

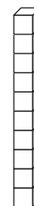
comparison diagram A diagram used in *Everyday Mathematics* to model situations in which two quantities are compared. The diagram contains two quantities and their difference.



cube In *Everyday Mathematics*, a base-10 block that represents 1.



long In *Everyday Mathematics*, a base-10 block that represents 10.



number scroll A series of number grids taped together.

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Do-Anytime Activities

To work with your child on the concepts taught in this unit and in previous units, try these activities:

1. Look for 2-digit numbers in and around your home. Ask your child to tell you how much each digit is worth. Ask your child to compare 2-digit numbers using $<$, $>$, and $=$.
2. Tell addition and subtraction number stories using 1- and 2-digit numbers of household objects. Then work together to solve them and write number models. Discuss strategies.
3. Ask your child to order a group of items in your home from shortest to longest.

Building Skills through Games

In Unit 5, your child will play these and other games to develop skills with addition, place value, and comparing numbers:

Addition Top-It

In this *Top-It* variation, each player turns over and adds two cards. The higher sum wins the round.

Base-10 Exchange

Players take turns putting base-10 blocks on their Tens-and-Ones Mat according to the roll of a die. Whenever possible, they exchange 10 cubes for 1 long. The first player to get 10 longs wins.

The Difference Game

Players each pick a card and collect as many pennies as the number shown on the card. Then players count each other's pennies and figure out how many more pennies one player has than the other.

The Digit Game

Each partner draws two cards from a deck of number cards. The player whose cards make the larger 2-digit number takes all of the cards drawn. The player with more cards at the end of the game wins.

Stop and Go

There is a GO player and a STOP player. The GO player tries to *go* to 50, adding 1- and 2-digit numbers. The STOP player tries to *stop* the GO player by subtracting 10 and 20 from 2-digit numbers.

Top-It with Relation Symbols

In this *Top-It* variation, children compare their cards using $<$, $>$, and $=$ cards.



As You Help Your Child with Homework

As your child brings home assignments, you may want to go over the instructions together, clarifying them as necessary. The answers listed below will guide you through the Home Links for this unit.

Home Link 5-1

1. 56 2. 40 3. 12 4. Answers vary.

Home Link 5-2

1. Sample answer: 61, 62, 63, 64, 65
 2. Sample answer: 48, 18, 28, 78, 68
 3. 8; $4 + 4 = 8$

Home Link 5-3

1. 1Ⓓ and 0Ⓔ; 10
 2. 1Ⓓ and 2Ⓔ; 12
 3. Sample answer: 2Ⓓ and 1Ⓔ; 21
 4. Answers vary.

Home Link 5-4

1. $>$; $<$; $=$; $<$; $>$; $<$
 2. 17; $8 + 9 = 17$

Home Link 5-5

1. False; True; True; True; False; True; False
 2. ③1; ⑨4; ①7

Home Link 5-6

- 1–2. Answers vary.

3.

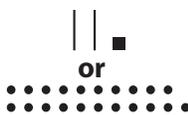
									100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130

4. 6; 7; 6

Home Link 5-7

1. Answers vary.
 2. 63 3. 19 4. 72

Home Link 5-8

1. 
 2. Answers vary.

Home Link 5-9

1. $>$; $>$; $<$; $=$; $<$; $=$; $<$; $>$
 2. 9; $3 + 2 + 4 = 9$

Home Link 5-10

1. Bart; 4; Sample number model: $12 - 8 = 4$
 2. Martha; 7; Sample number model: $3 + 7 = 10$
 3. Answers vary.

Home Link 5-11

1. 40; $60 - 20 = 40$
 2. 85; $54 + 31 = 85$
 3. 70; $56 + 14 = 70$
 4. False

Home Link 5-12

Sample answers given for problems 1–6.

1. Hammer 2. Scissors 3. Computer
 4. Number line 5. Counters 6. Coins
 7. 4; 6; 9