Getting Ready to Teach Unit 2

Learning Path in the Common Core Standards

In this unit, children work with place value, representing numbers in different ways, and comparing numbers. They add two, three, or four 2-digit numbers, sometimes resulting in new tens or new hundreds, with sums to 200.

Visual models and real world situations are used throughout the unit to help children understand the value of 2- and 3-digit numbers and how to find the sum of 2-digit numbers.

Help Children Avoid Common Errors

Math Expressions gives children opportunities to analyze and correct errors, explaining why the reasoning was flawed.

In this unit we use Puzzled Penguin to show typical errors that children make. Children enjoy teaching Puzzled Penguin the correct way, why this way is correct, and why Puzzled Penguin made the error. Common errors are presented in the Puzzled Penguin feature in the following lessons:

- ▶ Lesson 3: Miscounting the number of Quick Tens and ones in a math drawing
- **Lesson 5:** Starting with the digits in the ones place when comparing multidigit numbers
- **Lesson 7:** When using the Show All Totals Method to add 2-digit numbers, incorrectly lining up the tens total and the ones total
- Lesson 9: Forgetting to record the new ten when adding
- Lesson 10: Incorrectly recording tens and ones digits
- ▶ Lesson 14: Recording the wrong number of new tens

In addition to Puzzled Penguin, there are other suggestions listed in the Teacher Edition to help you watch for situations that may lead to common errors. As a part of the Unit Test Teacher Edition pages, you will find a common error and prescription listed for each test item.

Math Expressions VOCABULARY

As you teach this unit, emphasize understanding of these terms.

- number flash
- proof drawing

See the Teacher Glossary.

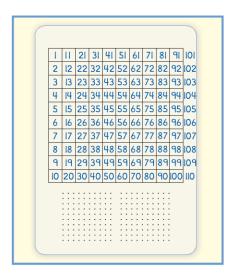


Investigate Structure of the Base-Ten System



This lesson lays the foundation for understanding the role of place value in the base-ten number system. Writing numbers, using layered place value cards, and making drawings help children connect quantities and numbers and understand the relationship of ones, tens, and hundreds.

Writing Numbers to 110 As children write the numbers from 1 to 110 in columns on their MathBoards, they continually see the grouping of ones to make tens and observe the patterns formed within the number sequence.



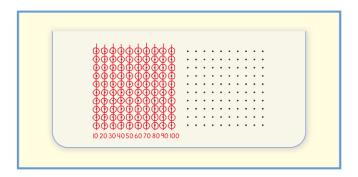
Model Tens and Ones The Secret Code Cards are research-based manipulatives for modeling numbers. In two-digit numbers, their purpose is to help children see the underlying structure of tens and ones. As children model numbers, they build understanding of place value concepts.



from THE PROGRESSIONS FOR THE COMMON CORE STATE STANDARDS ON NUMBER AND OPERATIONS IN BASE TEN

Understand Place Value In Grade 2, students extend their understanding of the base-ten system by viewing 10 tens as forming a new unit called a "hundred." This lays the groundwork for understanding the structure of the base-ten system as based in repeated bundling in groups of 10 and understanding that the unit associated with each place is 10 of the unit associated with the place to its right.

Drawing Numbers in Groups of 10 By using circles to represent ones and using lines to group the ones into tens, children reinforce place value concepts. They can name numbers as ones, as tens, or as hundreds. This work prepares them for using Quick Hundreds and Quick Tens to represent numbers in later lessons.



Problem Solving and Fluency Practice Throughout Unit 2, children will build fluency with addition and subtraction within 20 and will practice solving one- and two-step word problems for the addition and subtraction problem subtypes covered in Unit 1.

5. In the lunchroom, 16 children have apples. Nine of these children have red apples and the rest have green apples. Then 5 more children come with green apples. How many children have green apples now?



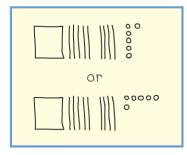
children label

Represent Numbers



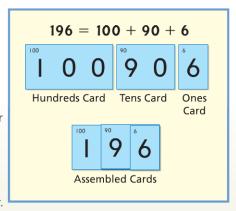
Different Ways to Represent Numbers By using math drawings, expanded form, Secret Code Cards, and numerals to represent numbers with hundreds, tens, and ones, children continually build understanding of place value. The examples below are for the number 196.

Math Drawings Quick Hundreds, Quick Tens, and circles are used to represent hundreds, tens, and ones. Notice that the math drawings are similar to base ten blocks. Using 5-groups within each place helps children see each number and be more accurate.



Expanded Form Children write an equation to show a number as the sum of the values of the digits in each place.

Secret Code Cards When children assemble these layered place value cards to represent the hundreds, tens, and ones in a number, they can see the place value of each digit in the small number printed on the top left corner of each card. When the cards are assembled, these numbers show the values of the expanded form of the number.



Numerals Children connect number names and numerals as they practice reading and writing numbers.

one hundred ninety-six ← 196

Addition of 1, 10, or 100 to a Number To prepare for 2-digit addition, children investigate patterns that occur when 1, 10, or 100 is added to a number, and begin to make these computations mentally.

from THE PROGRESSIONS FOR THE COMMON CORE STATE STANDARDS ON NUMBER AND OPERATIONS IN BASE TEN

Understand Place Value

Representations such as manipulative materials, math drawings, and layered threedigit place value cards afford connections between written three-digit numbers and hundreds, tens, and ones. Number words and numbers written in base-ten numerals and as sums of their baseten units can be connected with representations in drawings and place value cards, and by saying numbers aloud and in terms of their base-ten units, e.g., 456 is "Four hundred fifty-six" and "four hundreds five tens six ones."

Compare Numbers



Children have used the symbols <, >, and = to show relationships between numbers up to 20. Now they will use them to show the results of comparing numbers with up to 3 digits. They will discuss and explore ways of comparing two numbers as they develop an efficient method for doing this.

Representations Comparing numbers symbolically may be difficult for children to do immediately, so using Math Drawings or Secret Code Cards to represent the numbers provides the needed support to help children build understanding. Children need to understand that the most efficient way to compare numbers is to start comparing the value of each place with the leftmost digit. Using the drawings or cards lets children see that by comparing the quantities in each place from left to right they can easily find the first (and so the greatest) place in which one number has a greater digit.

Because some children will have a tendency to start by comparing the ones digits first, guide them to see how that method can lead to making an error. For example, 20 > 15, even though 5 ones is more than 0 ones.

Place Value Working with Math Drawings or Secret Code Cards leads children to see that the most efficient way to compare numbers is to start at the leftmost digit, and that they can simply compare the value of the digit in each place moving from left to right. Some children may benefit from a transitional step in which they first write each number in expanded form and then compare the hundreds, the tens, and the ones, in that order.

from THE PROGRESSIONS FOR THE COMMON CORE STATE STANDARDS ON NUMBER AND OPERATIONS IN BASE TEN

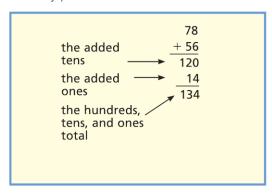
Understand place value Comparing magnitudes of two-digit numbers draws on the understanding that 1 ten is greater than any amount of ones represented by a one-digit number. Comparing magnitudes of three-digit numbers draws on the understanding that 1 hundred (the smallest three-digit number) is greater than any amount of tens and ones represented by a two-digit number. For this reason, three-digit numbers are compared by first inspecting the hundreds place.

Two-Digit Addition Methods



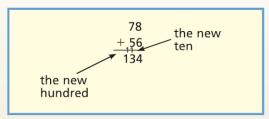
Explore Methods Children begin two-digit addition with situations that lead to an extra (or new) ten or an extra (or new) hundred. They use math drawings or other methods, some remembered from last year, to see how the new ten or new hundred is formed.

Show All Totals In this method, children find the total for each place and then add the place totals to find the total. Although work in this unit is limited to adding two 2-digit numbers, the method can be extended to as many places as desired.

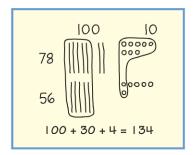


In this unit, children carry out this method working from left to right, starting with the tens place; however, children may instead work from right to left, starting with the ones place.

New Groups Below As children add, they write the small 1 for a new ten at the bottom of the tens column. This method has two advantages: (1) writing the 1 below helps children see that the new ten came from the 10 ones in the teen number total of the ones column, and (2) the last addition in the column will always be + 1, which is easy to find, since the children will have added the other two (usually greater) digits first.



Proof Drawings Just as mathematicians do, children should check their numerical work. To do this, children use math drawings as proof drawings. When they reconstruct the computation with a math drawing, if they find that the result is the same as the numerical computation, children can be sure that their work is correct.



However, using proof drawings has an even more important purpose. The proof drawings help make the steps of the numerical method meaningful to children. Guide children to explain how the parts of the proof drawing are connected to the parts of the numerical method. Children can use proof drawings for the two methods described and also for methods that they may generate themselves.