

## Home Connection

Tens	Ones

In previous chapters, your child learned to write numbers to 20 by making a group of ten and some more. This chapter takes the idea of ten as a countable unit and extends it to numbers to 100. Your child will first learn that 1 ten is 10, 2 tens are 20, 3 tens are 30, and so on. This develops the place value foundation needed to understand that 67 is 6 tens and 7 ones. Place value charts are used to help organize numbers into tens and ones and to help write numbers to 100.

Your child will also learn to count by fives. This concept will be explored more when learning to count the value of coins. A hundred chart can be used to help students see pattern in numbers to 100 and for game play. A hundred chart is included for use at home.

## Math at Home

- When counting large quantities of objects, encourage your child to organize them into groups of ten first. The extra objects that do not fit into a group of ten are the ones. Help your child write the numbers using a place value chart like the one above starting with the number of tens and then the number of ones. For example, thirty-nine is written with a 3 in the tens place and a 9 in the ones place.
- To help your child understand the magnitude of numbers to 100, ask your child to estimate the value of a group of objects and then count the objects to verify. Find a small jar or container and fill it with objects that are the same (pasta, cotton balls, marbles, etc.). Ask your child to estimate the quantity and then count the objects, organizing them into groups of ten and some more.
- Play Greater Number. Remove the 10 and the face cards from a deck of playing cards. Shuffle and deal out the cards equally to each player. Players each flip 2 cards from their pile and create the greatest number they can by arranging the cards into the tens and ones places. For example, a 5 and a 7 are drawn. That player can make 57 or 75. Whichever player has the greater number wins the cards. Play continues until a player has no more cards to play.
- Play Five-in-a-Row. Using a hundreds chart and a deck of playing cards with the 10 and the face cards removed, players choose 2 cards, create 2-digit numbers, and cover them on the hundreds chart. The first player to get five-in-a-row wins. For example, if a player draws a 5 and a 7, the player can either cover 57 or 75, whichever number will help her to get five-in-a-row or will block the other players from getting five-in-a-row. The first player to get five-in-a-row wins.

**Hundreds Chart**

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100