



Eureka Math Tips for Parents

Grade 1 • Module 2

Introduction to Place Value Through Addition and Subtraction Within 20

In this module we will extend our work with addition and subtraction to the numbers 1–20, and learn some new strategies along the way.

Grade Level Standards

1.OA.1, 1.OA.2, 1.OA.3, 1.OA.4, 1.OA.6, 1.NBT.2

Student Report Card

- Represents and solves problems involving addition and subtraction
- Understands and applies properties of operations with addition and subtraction.
- Adds and subtracts within 20.
- Understands place value up to 100.

Key Vocabulary

- **A ten:** (students will focus mainly on one ten during this module)
- **Ones:** (these are individual units, ten of which become a ten)
- **Add**
- **Subtract**
- **Equals**
- **“Teen Numbers”:** e.g., 13, 15, 19, etc.
- **Partners to 10:** two numbers that together make 10
- **5 groups:** representations of numbers that are lined up in groups of 5
- **Number bonds:** a pictorial representation of how two or more smaller numbers can be combined to make a larger number

How you can help at home:



- Continue to practice finding partners for any given number, e.g., how can we make 8? 10?
- Talk about how we can find “tens” in other, larger numbers
- Make up and discuss short story problems that involve simple addition and subtraction
- Give your student an addition or subtraction number sentence and ask them to make up a story problem to go with the number sentence.
- Use dice to roll single digit numbers and add them together.
- Use dice to roll 2-digit or 3-digit numbers and add them together.
- Add the price of two items at a store.
- Start with 20 counters (beans, pennies, etc.) and roll two dice to make a 2-digit number. Subtract counters until you get to 0.

Students begin to realize that they can decompose the teen number into 10 and some ones (Level 3). For example, in the problem $12 - 9$, students see 12 as 10 and 2 more. Students subtract the 9 from 10, and have 1 left over. They then add the left over 1 with 2.