



# First Grade News

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## Reading Skill Focus Drawing Conclusions

- This month we will be working on drawing conclusions about the characters. This skill helps the reader to have a deeper understanding of what is happening in the story. Students will use story clues and what they know to draw conclusions.

This makes me think...

The character feels...

This is important because...

The author probably thinks...

## Current PYP Unit

**Unit:** How We Express Ourselves

**Central Idea:** Culture connects people through shared beliefs, traditions, and experiences.

**Question to ask your child:** What is culture?

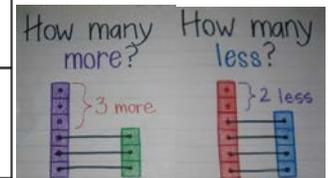
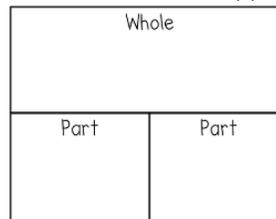
How does culture influence my day? How do we celebrate in our culture?

## Upcoming Events

Students will be using creativity to solve problems by building a house for the 4<sup>th</sup> little pig to keep him safe.

## Math Standards and Strategies Problem Solving Strategies

- ❖ Take away the question when solving the problem. Ask children to explain what is happening in the problem. What do they know and what do they think the question might be?
- ❖ Using materials to model the problem will allow children to understand what is happening in the problems.



- ❖ Solving comparison word problems is a challenging concept. Provide opportunities for your child to compare things they see in the real world. For example, in the grocery store ask how many more apples you bought than oranges. The more children are exposed to this concept the more they will begin to understand what the question is asking.
- ❖ \*Solving comparison word problems is a challenging concept. Provide opportunities for your child to compare things they see in the real world. For example, in the grocery store ask how many more apples you bought than oranges. The more children are exposed to this concept the more they will begin to understand what the question is asking.

Website Recommendations:

Greg Tang: Word Problems

<http://gregtangmath.com/wordproblems>

Greg Tang Funny Numbers

<http://gregtangmath.com/funnynumbers>

Place Value tools

**Follow us on Twitter for daily updates!**

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Mrs. Dunham's class - @MrsDunham\_1stGr

Mrs. O'Neal's class - @\_koneal



# Grade 1 Parent Newsletter

## Theme 2

Dear Parents,

Welcome to Marking Period 2. To begin this second quarter your child will continue to develop their Number Sense by examining place value of two digit numbers. Students will understand the value of digits in numbers 0-99, and be able to determine 10 more and 10 less than a number by examining place value (noticing that only the tens digit changes).

Your child will continue to solve problems using strategies used in Theme 1. The problems that your child will be solving involve add to, take from, and comparing. The use of concrete materials is essential to be successful in problem solving.

Thank you for your support,

Your Child's Grade 1 Teacher

### How can you help your child be successful in mathematics?

*Children learn math best when they can connect math concepts and procedures to their everyday experience.*

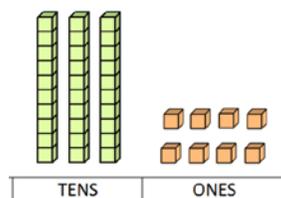
- Be positive about math! Let your child know that everyone can learn math.
- Point out how math is used in daily activities.
- Include your child in activities that involve math, such as making purchases, measuring ingredients, and determining elapsed time.
- Play math-related games with your child.
- Encourage your child to explain his/her thinking when solving problems.
- Count everything with young mathematicians.
- Make connections between real world objects and addition and subtraction.

**When a math moment presents itself, make the most of it!**

### Place Value Strategies

- ❖ Understanding that the place of a digit determines its value. For example, students recognize that 24 is different from 42 because the value of the digits.
- ❖ Connect words to the written numeral. For example 3 tens and 2 ones is written as 32.
- ❖ Using a hundreds chart to determine the value of the two digit number.

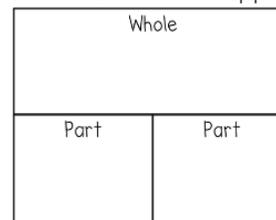
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100



- ❖ **Important:** When identifying numbers be sure to use tens and ones. For example, when writing 32 be sure to say 3 tens and 2 ones, rather than a 3 and a 2.

### Problem Solving Strategies

- ❖ Take away the question when solving the problem. Ask children to explain what is happening in the problem. What do they know and what do they think the question might be?
- ❖ Using materials to model the problem will allow children to understand what is happening in the problems.

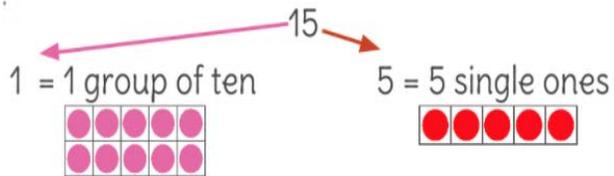


- ❖ Solving comparison word problems is a challenging concept. Provide opportunities for your child to compare things they see in the real world. For example, in the grocery store ask how many more apples you bought than oranges. The more children are exposed to this concept the more they will begin to understand what the question is asking.



## Strategies to Support Student Learning

Teen numbers are made of one group of ten and some more ones.



Understand that digits have value.

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

78 is 7 tens and 8 ones.

99 is 9 tens and 9 ones.

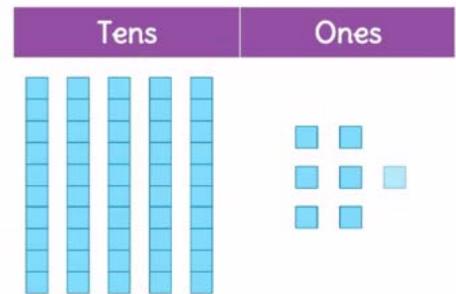
Model two digit numbers with representations.



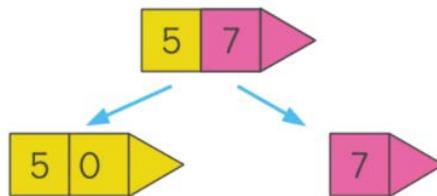
38 is 3 tens and 8 ones

Model two digit numbers with place value blocks.

57



Use knowledge of place value to decompose a two digit number.



We know that every two-digit number shows us how many tens and how many extra ones make that number.



## Games to play at home

**Material:** Deck of cards and a coin



### Place Value:

1. Flip over two cards and create a two digit number.
2. Flip a coin to determine which place value will be examined.

If a heads is flipped examine the tens place, and if a tails is flipped examine the ones place. For example, if a heads is flipped and the number is 65 child will say "my number has 6 tens. If a tails is flipped they will say "my number has 5 ones".

### 10 more/10 less:

1. Flip over two cards and create a two digit number.
2. Flip a coin to determine if you are to find 10 more/10 less.

If the coin lands on heads find 10 more, if it lands on tails find 10 less.

### Comparison:

1. Partners each flip one card over. Discuss which number is greater.
2. Flip a coin to determine if you are to find a "more than" (heads) statement or "fewer than" (tails) statement.

For example, if 8 and 5 are the cards displayed and a heads is flipped the statement is 8 is 3 more than 5. If a tails is flipped the statement is 5 is 3 fewer than 8.

## Home Connection

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Place Value tools [http://www.glencoe.com/sites/common\\_assets/mathematics/ebook\\_assets/vmf/VMF-Interface.html](http://www.glencoe.com/sites/common_assets/mathematics/ebook_assets/vmf/VMF-Interface.html)