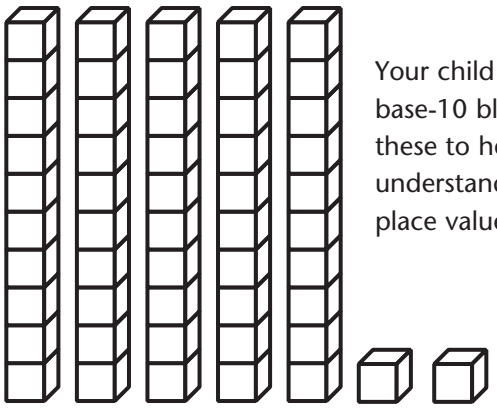
HOME LINK 2·14

Unit 3: Family Letter

Place Value, Money, and Time

In Unit 3, children will read, write, and compare numbers from 0 through 999, working on concepts and skills built upon since *Kindergarten Everyday Mathematics.* Your child will review *place value,* or the meaning of each digit in a number. For example, in the number 52, the 5 represents 5 tens, and the 2 represents 2 ones.



Your child will use base-10 blocks like these to help him or her understand the idea of place value.

Your child will also review money concepts, including finding the values of coins, identifying different coin combinations for the same amount, and making change.

Your child will read and record time using the hour and minute hands on an analog clock.

Vocabulary

Important terms in Unit 3:

analog clock A clock that shows time by the position of the hour and minute hands.

analog clock

digital clock A clock that shows time with numbers of hours and minutes, usually separated by a colon.

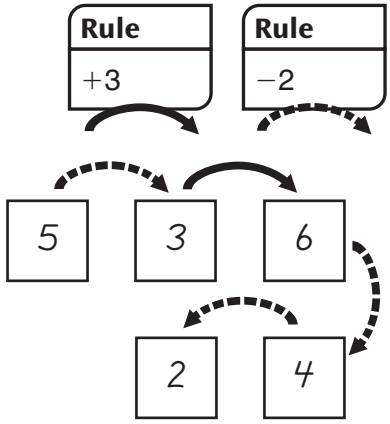
digital clock

data A collection of information, usually in the form of numbers. For example, the following data show the ages (in years) of six second graders: 6, 7, 6, 6, 7, 6.

middle number (median) The number in the middle of a list of data ordered from least to greatest or vice versa. For example, 5 is the middle number in the following ordered list:

2 3 (5) 8 10

two-rule Frames and Arrows A Frames-and-Arrows diagram with two rules instead of just one, such as the following example.



To go from the first square to the second square, use the rule for the dashed arrow.

$5 - \mathbf{2} = 3$

To go from the second square to the third square, use the rule for the solid arrow.

$3 + \mathbf{3} = 6$

Do-Anytime Activities

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

1. Have your child tell the time shown on an analog clock.

2. Draw an analog clock face without hands. Say a time and have your child show it on the clock face.

3. At the grocery store, give your child an item that costs less than $1.00. Allow your child to pay for the item separately. Ask him or her to determine how much change is due and to check that the change received is correct.

4. Gather a handful of coins with a value less than $2.00. Have your child calculate the total value.

5. Reinforce place value in 2- and 3-digit numbers. For example, in the number 694, the digit 6 means 6 hundreds, or 600; the digit 9 means 9 tens, or 90; and the digit 4 means 4 ones, or 4.

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 this unit's Home Links.

Home Link 3•1

1. a. 374 **b.** 507 **2.** 740

3. 936 **4.** 8; 0; 6 **5.** 2; 3; 1

Home Link 3•3

2. 6:30 **3.** 2:15 **4.** 9:00 **5.** 1:30

6. 

7. 

8. 

9. 

10. 13 **11.** 16 **12.** 6 **13.** 8

Home Link 3•4

1.

Rule
Add 12

Sample answers:

In	Out	Out in a different way
1	13	1 35
14	53	45
15	54	45

2.

Rule
Add 16

In	Out	Out in a different way
14	30	25
25	41	1

Home Link 3•6

1. 40¢; 50¢; 55¢ **2.** 50¢; 45¢; 55¢

Home Link 3•7

5. 12 **6.** 14

7. 13 **8.** 10

Home Link 3•8

5¢; 35¢; 16¢; 5¢; 2¢; 52¢

1. 3. **2.** 8 **3.** 7 **4.** 13

Building Skills through Games

In this unit, your child will practice addition and money skills by playing the following games:

Digit Game

Players turn over two cards and call out the largest number that can be made using those cards. The player with the higher number takes all the cards from that round.

Spinning for Money

Players "spin the wheel" to find out which coins they will take from the bank. The first player to exchange his or her coins for a dollar bill wins!

Dollar Rummy

Instead of three-of-a-kind, players of *Dollar Rummy* look for two cards that will add up to $1.00.