Black Rock School and Thomaston Center School

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Math Matters

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What's That Word?

ADDEND is the name for any number that is being added.

The **ADDITIVE IDENTITY PROPERTY OF ZERO** tells us that adding zero to a number gives a sum identical to the given number.

To **CONVERT** is to express a measurement in a different unit. For example 1 km = 1000 m

STANDARD ALGORITHM is the method of doing a mathematical operation in the conventional way

PERCENT means the part out of 100. For example 75% means 75 parts out of 100.

Homework Help!

The simple fact that you are concerned about your child's homework sends that message that learning is important! This alone will build your child's capacity as a learner. That being said, sometimes parents want to help, but are unsure how to support what their children are doing when so much of it looks so different from how we adults learned math when we were in school. Unsure what to say? Try out these questions:

- What strategy did you try? Can you solve it a different way?
- Can you write a story that matches this problem?
- Can you prove that your answer is correct?
- Can you draw a picture to help me understand the problem?
- Can you use manipulatives (blocks, etc.) to explain the problem to me?
- Can you restate the problem in your own words?

Click It!
Check out these websites:

- Parent Support from Eureka! and Greatminds.org
  A variety of resources to help keep parents informed and involved in supporting students using Eureka Math.
- GregTangmath.com has some great games for practicing basic math and for understanding math concepts. Under resources you can also find printable versions of his games at very specific levels.

Good Mathematicians....

Notice and Make Use of Structure

Properties of Multiplication

The following math properties are formally introduced in algebra classes, but they are taught in elementary school. You probably don't even realize that you already know many of these properties. They are very important in understanding basic math operations. Here is a quick review.

Identity Property of Multiplication: The property that states that the product of any number and 1 is that number.
For example 12 X 1 = 12.

Zero Property: the product of any number and 0 is 0.
For example 7 X 0 = 0

Associative Property: The property that states that you can group factors in different ways and you will get the same exact product.
For Example: 3 X (4 X 8) = (3 X 4) X 8 = 96

Distributive Property: The property that a multiplication fact can be decomposed into the sum of two smaller facts.
For example 12 X 4 = (10 X 4) + (2 X 4)

Commutative Property of Multiplication: The property that you can multiply factors in any order and you will always get the same product.
For example 9 X 8 = 72 and 8 X 9 = 72

Recommended Reading

Divison (grades 2 and 3):
The Doorbell Rang
by Pat Hutchins.

Measurement (grades 4-6):
How Tall, How Short, How Far Away
by David Adler and Nancy Tobin

Counting, addition and multiplication (grades K-3):
Each Orange Had 8 Slices: A Counting Book
by Paul Giganti, Jr. and Donald Crews.

Fractions, Decimals, and Percents (grades 5 and 6):
Fractions, Decimals and Percents
By David Adler

Figure It Out Together!

Play It:

(K-2) Make Ten Go Fish
You need: • Deck of cards with only Ace-9.

This game is played just like Go Fish but instead of matching cards, you want to make pairs that add up to ten. Deal 5 cards to each player. On each player's turn they can lay down any "Ten Pairs" they have in their hand, then they ask any player for a number they need (example: I have an Ace so I ask another player if they have a nine). If that player has the nine they give it to the player who asked and the play continues to the next player. If not, the other player says "Go Fish" and the player draws one from the leftover deck of cards. Then it is the next player's turn. Play ends when one player has gotten rid of all the cards in their hand.

(1-6) Kakooma

A fun, easy to learn, problem solving game for ages 8 and above. Click here to learn more about how to play and how to download the free app!

Math Riddles, Tips, and Tricks!

Rounding tip: Try this phrase to help remember how to round to any given place. Look at the place value just to the right of the place of the one you are rounding to first. Then think "5 or more let it soar, 4 or less, let it rest!"

All places to the left remain unchanged and those on the right turn to zero.

For example 735,834 rounded to the thousands place would be 736,000 (the 8 in the hundred place causes the 5 in the thousands place to soar up to 6)

Try it. What's 674,342 rounded to the to the ten thousands place?

I am more than forty.
The sum of my digits is eight.
My ones digit is 1.
What am I?

Answer: Seventy-One

There's an App for That

3 Great Apps for number sense practice:
Make 10 Plus (free)
Quick Images ($0.99)
Math Slide Apps (free)

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Have a great math riddle, tip, trick, website or book to share? Have questions, comments, or concerns? Contact us by email at:

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