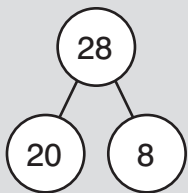


## Home Connection

This chapter will extend place value, counting, and comparing numbers 20 to 40 by learning to think in terms of tens and ones. Earlier this year, your child used a number bond to represent two parts that make up a number. In this chapter, your child will build on that foundation to make the connection between putting the tens and ones together to make a whole. Your child will learn to model numbers in several ways.

Number words: **twenty-eight**

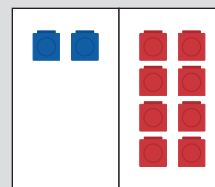
Number bonds:



Place-value cards:

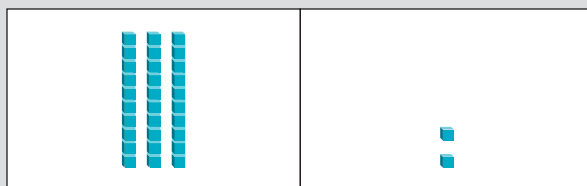


Place-value organizer or chart:

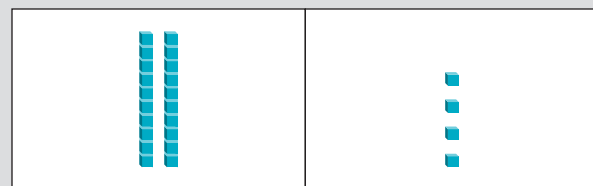


| Tens | Ones |
|------|------|
| 2    | 8    |

Your child will compare numbers by looking at tens and ones to determine which is greater. The symbols for less than ( $<$ ) and greater than ( $>$ ) will not be introduced until **Dimensions Math® 2A**.



| Tens | Ones |
|------|------|
| 3    | 2    |



| Tens | Ones |
|------|------|
| 2    | 4    |

3 tens is more than 2 tens.

Your child will work with numbers within 40 in this chapter to provide experience counting and bundling groups of 10 objects. This will help your child better understand place value and allow for exploration of number representations with countable quantities. In Chapter 16: Numbers to 100, your child will build on her understanding of Numbers to 40, using objects as well as pictures and numerals.

## What can we do at home?

- Count quantities to 40, using straws, craft sticks, or crayons by bundling up the groups of ten and leaving the rest loose. Encourage your child to arrange objects into groups of 10 when counting and then count by saying, “I have 3 groups of ten. 30 and 5 is 35.”
- Dot to dot activities with numbers to 40 help students identify numbers and sequence them correctly. Many can be found free online.
- Play Ten-frame Fill-up to 30

Materials needed: Dice, counters, and Triple Ten-frames (BLM)

- Player One rolls a die and adds that many counters to one of his ten-frames on the Triple Ten-frames (BLM) gameboard.
- Player Two rolls and does the same. Play continues.
- Players must fill a ten-frame with an exact roll. If adding counters to a ten-frame would make more than 10, the player passes his turn.
- The first player to fill all three ten-frames wins.

# Triple Ten-frames

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