1 Math Unit 09: Addition within 100

Content Area: Mathematics

Course(s): Time Period:

Marking Period 3

Length: **14 days** Status: **Published**

Unit Overview

2-Digit Addition

In earlier units, students developed strategies to add and subtract within 20 as they worked toward fluency with addition and subtraction facts. They used base-ten blocks for 2-digit numbers to develop place value understanding. In this unit, students build on those skills and concepts to add 2-digit numbers with and without regrouping. They also add multiples of 10. These skills enable students to solve a variety of problems, as well as prepare them for work next year with more difficult addition and subtraction.

Students are familiar with counting on strategies, such as counting on to make a ten. In this unit, students use representations to count on by tens and by ones. When students use representations to count on by tens and by ones. When students count on, they should be encouraged to use precise language. Students will build on the knowledge they gained from previous units as they work through these topics:

- Add Multiples of 10: Students use mental math to find ten more than a number.
- **Regrouping:** Early work in this unit involves problems that do not require regrouping. Students learn how to group 10 one and trade those ones for 1 ten.
- **Equations:** Students build on their work with equations from the previous units to write equations to describe given addition stories. They should focus on knowing which numbers are the addends and what each number and symbol of the equation represents.

What Students Are Learning

- Students use mental math to find 10 more than a number.
- Students use base-ten blocks, number lines, and place-value concepts to add 2-digit numbers.
- Students explain how to add 2-digit numbers.

Number Routines

- Where Does It Go?
- Let's Count
- Greater Than or Less Than
- Notice & Wonder

Standards

drawings and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction; relate the strategy to a written method and explain the reasoning used. Understand that in adding two-digit numbers, one adds tens and tens, ones and ones; and sometimes it is necessary to compose a ten.

MATH.1.NBT.C.5

Given a two-digit number, mentally find 10 more or 10 less than the number, without having to count; explain the reasoning used.

Materials

Core Materials:

Reveal Math

- 9.1 Use Mental Math to Find 10 More
 - 9.2 Represent Adding Tens
 - 9.3 Represent Adding Tens and Ones
 - 9.4 Decompose Addends to Add
 - 9.5 Use and Open Number Line to Add within 100
 - 9.6 Decompose to Add on an Open Number Line
 - 9.7 Regroup to Add
 - 9.8 Add 2-Digit Numbers

Supplemental Materials:

- ST Math
- Happy Numbers
- 3 Act Lessons
- Building Fact Fluency Kit
- Brainingcamp Manipulatives
- Nearpod Lessons
- Brainpop Resources
- Online Resources

Technology

CS.K-2.8.1.2.AP.1	Model daily processes by creating and following algorithms to complete tasks.
CS.K-2.8.1.2.AP.2	Model the way programs store and manipulate data by using numbers or other symbols to represent information.
CS.K-2.8.1.2.AP.4	Break down a task into a sequence of steps.

CS.K-2.8.1.2.DA.1	Collect and present data, including climate change data, in various visual formats.
CS.K-2.8.1.2.DA.4	Make predictions based on data using charts or graphs.
CS.K-2.8.2.2.ED.2	Collaborate to solve a simple problem, or to illustrate how to build a product using the design process.

Assessment

Formative Assessment

- Unit Readiness Diagnostics
- Lesson Checks
- Exit Tickets
- Teacher Observation

Summative Assessment

- Unit Assessment Performance Task
- Benchmark Tests
- Alternative Assessments: Performance Tasks & Projects

Accommodations & Modifications

Special Education

Differentiated Instruction					
Accommodate Based on Students' Individual Needs: Strategies					
 Extra time for assigned tasks Adjust length of assignment Timeline with due dates for reports and projects Communication system between home and school Provide lecture notes/outline 	Processing • Extra response time • Have students verbalize steps • Repeat, clarify, or reword directions • Mini-breaks between tasks • Provide a warning for transitions • Reading partners	Precise step-by-step directions Short manageable tasks Brief and concrete directions Provide immediate feedback Small group instruction	Recall Teacher- made checklist Use visual graphic organizers Reference resources to promote independence Visual and verbal reminders Graphic		

		Emphasize multi-sensory learning	organizers
Assistive Technology	Tests/Quizzes/Grading • Extended time • Study guides • Focused/chunked tests • Read directions aloud	• Consistent daily structured routine • Simple and clear classroom rules • Frequent feedback	Organization Individual daily planner Display a written agenda Note-taking assistance Color code materials

504

- In class/pull out support with special ed teacher Additional time during intervention time
- Preferred seating
- Questions read aloud
- Extended time for completing tasks Graphic organizers
- Vocabulary support Mnemonic devices
- Songs/videos to reinforce concepts Limit number of questions
- Scribe Manipulatives Calculators Reteach pages Leveled homework
- Lesson intervention activities
- Math Diagnosis & Intervention System Another look homework video
- Practice buddy

ELL

- Translation device/dictionary
- In class/pull out support with ESL teacher
- Preferred seating
- Questions read aloud
- Extended time for completing tasks
- Graphic organizers
- Vocabulary support
- Mnemonic devices
- Songs/videos to reinforce concepts

- Manipulatives
- Math Diagnosis & Intervention System

At-risk of Failure

- Additional time during intervention time
- Questions read aloud
- Graphic organizers
- Vocabulary support
- Mnemonic devices
- Songs/videos to reinforce concepts
- Manipulatives
- Calculators
- Reteach pages
- Leveled homework
- Lesson intervention activities
- Math Diagnosis & Intervention System
- Another look homework video
- Practice buddy

Gifted & Talented

- Independent projects
- Enrichment pages
- Online games
- Leveled Homework
- Extension Activities
- Today's Challenge

Interdisciplinary Connections

SCI.K-2-ETS1-2	Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.
SCI.K-2.ETS1.B	Developing Possible Solutions
	Designs can be conveyed through sketches, drawings, or physical models. These representations are useful in communicating ideas for a problem's solutions, such as climate change, to other people.
ELA.RI.MF.1.6	With prompting and support, use text features (e.g., diagrams, tables, animations) to describe key ideas.
ELA.W.IW.1.2.B	Develop the topic with facts or other information and examples related to the topic.
HE.K-2.2.2.PF	Physical Fitness

Career Readiness, Life Literacies & Key Skills

Creativity and Innovation: Brainstorming can create new, innovative ideas.

• 9.4.2.CI.1: Demonstrate openness to new ideas and perspectives (e.g., 1.1.2.CR1a, 2.1.2.EH.1, 6.1.2.CivicsCM.2).

Example: Students will share ideas of multiple strategies and draw models to illustrate their perspective to the solution path they utilize to solve word problems.

Critical Thinking and Problem-Solving: Critical thinkers must first identify a problem then develop a plan to address it to effectively solve the problem.

• 9.4.2.CT.2: Identify possible approaches and resources to execute a plan (e.g., 1.2.2.CR1b, 8.2.2.ED.3).

Example: Students will work in small groups and collaborate to identify possible solutions paths to word problems, utilizing the strategies they have learned to solve addition and subtraction operations, such as place value charts, number lines, hundred chart, ten frames, etc., that could best illustrate the solution to the problem.

Digital Citizenship: Individuals should practice safe behaviors when using the Internet.

• 9.4.2.DC.3: Explain how to be safe online and follow safe practices when using the Internet (e.g., 8.1.2.NI.3, 8.1.2.NI.4). **Example:** Students will model appropriate use of all digital platforms and share examples of their work that exhibit proper use of various platforms.

Interaction of Technology and Humans: Technology has changed the way people live and work. Various tools can improve daily tasks and quality of life.

• 8.2.2.ITH.3: Identify how technology impacts or improves life.

Example: Students will track their progress using Reveal Math or other math programs often utilized in class. Students will discuss the pros and cons of using the program with the teacher. Students will use analog and digital clocks.

Career Ready Practices

STEM Career: Paramedic- Students talk about the work of a paramedic.

Students calculate how many miles are driven in a day.

- CRP1. Act as a responsible and contributing citizen and employee.
- CRP2. Apply appropriate academic and technical skills.
- CRP4. Communicate clearly and effectively and with reason.
- CRP8. Utilize critical thinking to make sense of problems and persevere in solving them.
- CRP12. Work productively in teams while using cultural global competence.