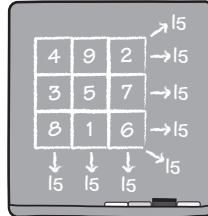




Dear Family,

Your child is beginning to practice using addition and subtraction. In this chapter, your child is learning about the relationship between addition and subtraction.

A magic square, such as the one shown at the right, is one of the contexts used to strengthen addition and subtraction skills. In a magic square, the numbers in each row, column, and diagonal have the same sum.



Other contexts used for addition and subtraction are reading graphs to see patterns and regrouping with coins. Your child also will add and subtract with money amounts, estimate sums and differences, and use problem solving strategies to solve problems.

List all the different ways you can represent each value using only quarters, dimes, and nickels.

25¢	Quarters	Dimes	Nickels
	1	0	0
	0	2	1
	0	1	3
	0	0	5

So, the fewest coins needed to make 25¢ is 1.

20¢	Quarters	Dimes	Nickels
	0	2	0
	0	1	2
	0	0	4

So, the fewest coins needed to make 20¢ is 2.

Use the tables here and the game on the back of this page to help your child practice exchanging coins.

Sincerely,

Using Addition and Subtraction

VOCABULARY

Here are some of the vocabulary words we use in class:

Exchange To switch one or more coins for coins of equal value

Fewest Less in number than all other groups

Greatest More in value than all other values

Least Less in value than all other groups

Most More in number than all other groups

Value The worth of a coin

Exchange Rates.....



The more you know about exchanging coins, the more fun you will have playing this game!

You will need:

- a supply of coins (pennies, nickels, dimes, quarters)
- 8 number cards (2–9)
- clock or watch

Directions:

- 1 Put the coins on the table between the players. Mix up the number cards. Place them face down.
- 2 Player 1 picks two cards and calls out a two-digit money amount. For example, if the first card is 7 and the second card is 2, the amount is 72¢.
- 3 Player 2 uses the fewest possible coins to make the amount.
- 4 If Player 1 can exchange some of the coins Player 2 used, and make the same amount using fewer coins, then Player 1 gets 1 point. If not, Player 2 gets 1 point.
- 5 Put the coins back, and mix up the cards. Switch roles, and play again.
- 6 Set a time limit for the game. At the end of that time, the player with more points is the winner. If the score is tied, play for an additional 10 minutes.

Sample round:

Janet uses these 8 coins to make 83¢.



Adam exchanges the 3 dimes for 1 quarter and 1 nickel . . .



. . . and uses these 7 coins to make 83¢. Adam gets 1 point.

