## Chapter 1: Two-digit Numbers

1.1 Writing Two-digit Numbers
1.2 Skip Counting by 2's, 5's, 10's, and 25's ..... 5
1.3 Comparing Numbers ..... 6
1.4 Rounding Numbers ..... 7
Chapter 2: Addition and Subtraction
2.1 Composing Two-digit Numbers ..... 8
2.2 Decomposing Two-digit Numbers ..... 9
2.3 Adding Whole Numbers to 18 ..... 10
2.4 Subtracting Whole Numbers to 18 ..... 11
2.5 Adding Two-digit Numbers ..... 12
2.6 Subtracting Two-digit Numbers ..... 13
2.7 Adding and Subtracting Two-digit Numbers ..... 14
Chapter 3: Fractions
3.1 Fractional Parts and Their Sizes ..... 15
3.2 Regrouping Fractional Parts into Wholes ..... 16
3.3 Comparing Fractions ..... 17
Chapter 4: Money
4.1 Counting Coins up to One Dollar ..... 19
4.2 Trading and Using Coins ..... 21
Chapter 5: Addition and Subtraction with Money
5.1 Adding and Subtracting Money Amounts ..... 22
5.2 Solving Problems with Money ..... 23
Chapter 6: Measurement
6.1 Measuring Length ..... 25
6.2 Measuring Capacity ..... 26
6.3 Measuring Mass ..... 27
Chapter 7: Time and Temperature
7.1 Telling and Writing Time ..... 28
7.2 Measuring Time Intervals ..... 29
7.3 Relating Days, Weeks, Months, and Years ..... 30
7.4 Telling and Recording Temperatures ..... 32
Chapter 8: Perimeter and Area
8.1 Measuring the Distance around Objects ..... 33
8.2 Measuring Areas ..... 34
8.3 Building Shapes ..... 35
Chapter 9: Two-dimensional Shapes
9.1 Identifying 2-D Shapes ..... 36
9.2 Composing and Decomposing 2-D Shapes ..... 37
Chapter 10: Three-dimensional Figures
10.1 Identifying 3-D Figures ..... 39
10.2 Building 3-D Figures ..... 41
Chapter 11: Locations and Movements
11.1 Describing Locations and Movements ..... 42
11.2 Drawing Simple Maps ..... 43
Chapter 12: Patterning
12.1 Exploring Number Patterns ..... 45
12.2 Exploring Different Patterns ..... 47
Chapter 13: Data Management
13.1 Reading Graphs ..... 48
13.2 Graphing Data ..... 50
Chapter 14: Probability
14.1 Exploring Probabilities ..... 51
14.2 Describing Probabilities in Games ..... 52
Application Answers ..... 53

## Chapter 1

## Two-digft Numbers

### 1.1 Writing Two-digit Numbers

Your child will learn how to count objects in groups of 10 and learn the place value concept.

## Counting Objects

## Steps

1st Circle every 10 objects. Then count the circled groups.
$\longrightarrow$ Find out how many tens there are.

2nd Count the uncircled objects.
$\longrightarrow$ Find out how many ones there are.

3rd Write the two-digit number.


Understanding the Place Value Concept

| Base-ten Name |  |
| :---: | :---: |
| 4 tens 3 ones |  |
| base-ten blocks |  |
| ABEB | $\square$ |
| ABGB | $\square$ |
| $\square$ |  |



Remember to write " 0 " in the ones place when there are no "ones".

### 1.2 Skip Counting by 2's, 5's, 10's, and 25's

Counting by 2's, 5's, and 10's

| Counting by | The ending of the numbers must be |
| :---: | :---: |
| 2's | $0,2,4,6$, or 8 |
| 5's | 0 or 5 |
| 10's | 0 |

## Counting by 25's

You may use quarters to help your child grasp the idea of counting by 25 's. Once they feel comfortable counting from 0 , you may challenge them to count from any multiple of 25 up to 200.


When your child skip counts the quarters, you can also ask him or her to determine the pattern of the numbers counted. The endings of the numbers make a repeating pattern: $25,50,75$, and 00 .

