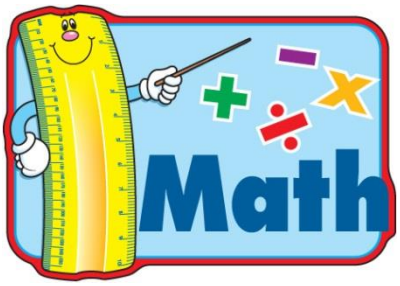
Grade 1 Math
Module 6
Place Value, Comparison, Addition & Subtraction to 100



Overview

In this final module of the grade 1 curriculum, students bring together their learning from Module 1 – Module 5 to learn the most challenging Grade 1 standards and celebrate their progress. Module 6 opens in **Topic A**, where students grapple with comparative word problems types. In **Topic B**, students extend their understanding of and skill with tens and ones to numbers to 100. For example, they mentally find 10 more, 10 less, 1 more and 1 less and compare numbers using the symbols >, < and =. They then count and write numbers to 120 using both standard numeral and the unit form. In **Topic C**, students will add pairs of two-digit numbers in which the ones digits sometimes have a sum greater than 10, recording their work using various methods based on place value. In **Topic D**, students focus on using drawings, numbers and words to solve, highlighting the role of place value, the properties of addition and related facts. **Topic E** introduces students to nickels and quarters, having already used pennies and dimes in the context of their work with numbers to 40 in Module 4. Students use their knowledge of tens and ones to explore decompositions of the values of coins. For example, they might represent 25 cents using 1 quarter, 25 pennies, 2 dimes and 1 nickel, or 1 dime and 15 pennies. In **Topic F** includes the more challenging *compare with bigger or smaller unknown* word problems types, wherein *more or less* suggests the incorrect operation, thus giving a context for more in-depth discussions and critiques.

Module 6 Objectives

A. Solve compare with difference unknown problem types.
B. Solve compare with *bigger or smaller unknown* problem types.
C. Use the place value chart to record and name tens and ones within a two-digit number up to 100.
D. Write and interpret two-digit numbers to 100 as addition sentences that combine tens and ones.
E. Identify 10 more, 10 less, 1 more and 1 less than a two-digit number within 100.

F. Use the symbols <, > and = to compare quantities and numerals to 100.
G. Count and write numbers to 120. Use Hide Zero cards to relate numbers 0 to 20 to 100 to 120.
H. Count to 120 in unit form using only tens and ones. Represent numbers to 120 as tens and ones on the place value chart.
I. Represent up to 120 objects with a written numeral.
J. Add and subtract multiples of 10 from multiples of 10 to 100, including dimes.
K. Add a multiple of 10 to any two-digit number with 100.
L. Add a pair of two digit numbers when the ones digits have a sum less than or equal to 10.
M. Add a pair of two-digit numbers when the ones digits have a sum greater than 10 using decomposition.
N. Add a pair of two-digit numbers when the ones digits have a sum greater than 10 with drawing. Record the total below.
O. Add a pair of two-digit numbers when the ones digits have a sum greater than 10 with drawing. Record the new ten below.
P. Add a pair of two-digit numbers with varied sums in the ones and compare the results of different recording methods.
Q. Solve and share strategies for adding two-digit numbers with varied sums.
R. Identify pennies, nickels and dimes by their image, name or value. Decompose the values of nickels and dimes using pennies and nickels.
S. Identify quarters by their image, name or value. Decompose the value of a quarter using pennies, nickels and dimes.
T. Identify varied coins by their image, name or value. Add one cent to the value of any coin.
U. Count on using pennies from any single coin.
V. Use dimes and pennies as representations of numbers to 120.
W. Solve *compare with bigger or smaller unknown* problem types.
X. Share and critique peer strategies for solving problems of varied types.

Module 6 Terminology

New Terms	Definition
dime	10 cents
nickel	5 cents
penny	1 cent
quarter	25 cents