#### **Addition: Partial Sums**

Many times it is easier to break apart addends. Often it makes sense to break them apart by their place value. Consider 248 + 345

Sometimes we might use partial sums in different ways to make an easier problem. Consider 484 + 276

## **Addition: Adjusting**

We can adjust addends to make them easier to work with. We can adjust by giving a value from one addend to another.

Consider 326 + 274. We can take 1 from 326 and give it to 274.

$$\begin{array}{r}
326 + 274 \\
-1 + 1 \\
\hline
 & 325 + 275 = 600
\end{array}$$

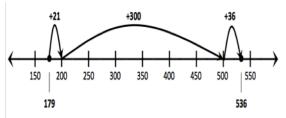
Consider 173 + 389. We can take 27 from 389 and give it to 173 to make 200.

$$\begin{array}{r}
 173 + 389 \\
 +27 -27 \\
 \hline
 Problem \longrightarrow 200 + 362 = 562
 \end{array}$$

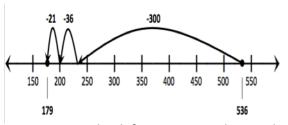
#### **Subtraction: Count Up or Count Back**

When subtracting, we can count back to find the difference of two numbers. In many situations, it is easier to count up.

#### Consider 536 - 179



We can count up from one number to the other. The difference is 300 + 21 + 36 or 357. (above)



We can count back from one number to the other. The difference is -300 (land at 236), -36 (land at 200), -21 (end at 179).

# **Subtraction: Adjusting**

We can use "friendlier numbers" to solve problems. 4,000 – 563 can be challenging to regroup. But the difference between these numbers is the same as the difference between 3,999 – 562. Now, we don't need to regroup.

#### What Is Multiplication?

Multiplication has different representations based on the context. Regardless of the representation, the product of any 2 factors remains the same. Representations for 3<sup>rd</sup> grade include:

### **Repeated Addition:**

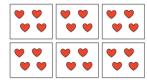
These examples are for 6 x 4.

#### **Equal Groups / Sets:**

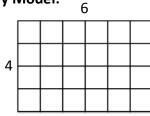
4 groups of 6 hearts



6 groups of 4 hearts



Area/Array Model:



 $6 \times 4 = 24$  square units -or- $4 \times 6 = 24$  square units

#### **The Commutative Property**

This property allows us to reverse the order of factors. It is useful in many situations.

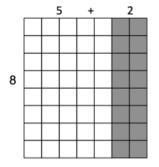
Examples above show that 6 x 4 is equal to 4 x 6 regardless of the representation.

# Multiplication: Area/Array Model

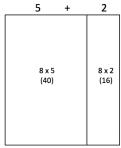
The area/array model for multiplication and the distributive property are used to solve multiplication problems.

Model for 8 x 7:

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This is the same model without inner squares. It is a considered an "open model."



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Students move from area/array models to working with partial products and the distributive property.

### **Multiplication: Multiples of 10**

$$3 \times 1 = 3$$
  $3 \times 4 = 12$ 

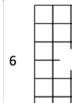
$$3 \times 1 \text{ ten} = 3 \text{ tens}$$
  $3 \times 4 \text{ tens} = 12 \text{ tens}$ 

#### **The Distributive Property**

This property allows us to break apart factors. It can make computation more efficient. It will be used later in algebra.

In  $8 \times 6$ , we can break the 8 into (5 + 3). 8x 6 becomes (5 x 6) + (3 x 6).

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# **Division: Think Multiplication**

Multiplication and division are related. When working with division, it sometimes makes sense to "think multiplication." 12 ÷ 4 could be thought of as "4 times what equals 12."

How many groups of 4 are in 12 hearts? What is  $12 \div 4$ ?

What times 4 equals 12?  $3 \times 4 = 12$  so there are 3 groups of 4 hearts.

# Strategies to Develop Computational **Fluency**

Grade 3



This brochure highlights some of the strategies used by students to develop computational fluency.

Adapted from Howard County **Public School System**