+ 0 Facts/ + 0 Shortcut – if zero is added to any number, or any number is added to 0, there is not change in the number

$$0 + 5 = 5$$
  
 $0 + 17 = 17$   
 $8 + 0 = 8$   
 $13 + 0 = 13$ 

+ 1 Facts/+ 1 Shortcut – one plus any number, or any number plus 1, results in the next larger number

$$1 + 5 = 6$$
  
 $1 + 17 = 18$   
 $8 + 1 = 9$   
 $13 + 1 = 14$ 

+ 9 Facts/+ 9 Shortcut – to find 9 plus any number, or any number plus 9, add 10 to the number and count back by 1

- 0 Facts/ - 0 Shortcut — if zero is subtracted from any number, there is not change in the number

$$8 - 0 = 8$$
  
13 - 0 = 13

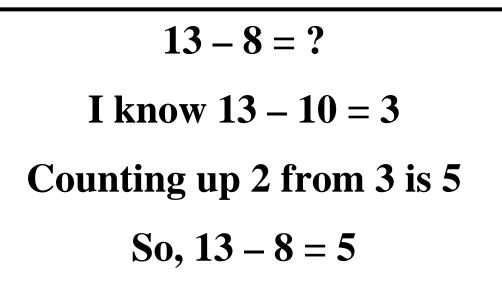
- 1 Facts/- 1 Shortcut — if one is subtracted from any number, the difference is one less than the number

$$8 - 1 = 7$$
  
 $13 - 1 = 12$ 

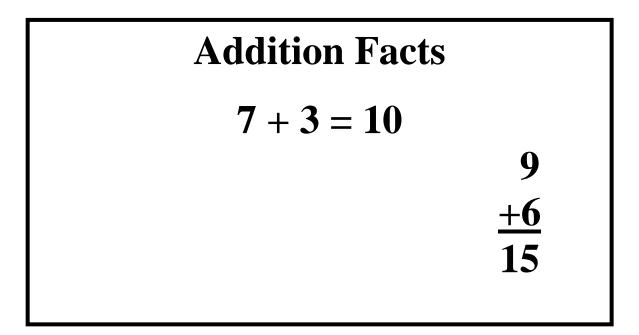
- 9 Facts/ - 9 Shortcut — to find the difference of any number and 9, subtract 10 and then count up by one

$$17 - 9 = ?$$
  
I know  $17 - 10 = 7$   
Counting up 1 from 7 is 8  
So,  $17 - 9 = 8$ 

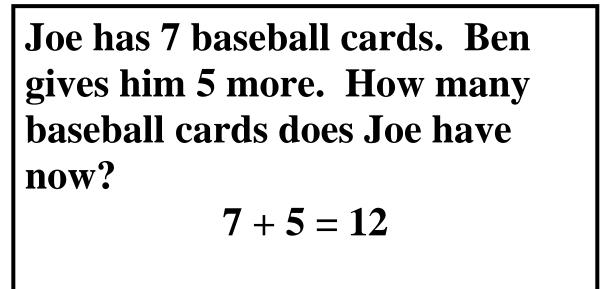
- 8 Facts/ - 8 Shortcut – to subtract 8 from any number, first subtract 10, the add 2



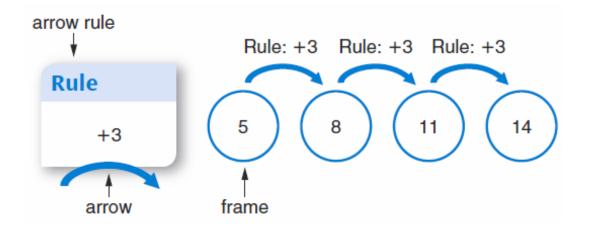
Addition Fact – two 1-digit numbers and their sum



Addition Number Story – a story problem that requires addition



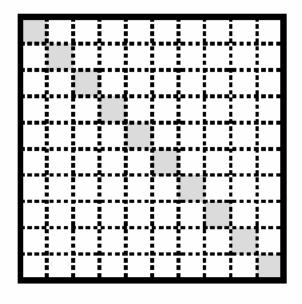
**Arrow/Arrow Rule -** an operation that determines the number that goes into the next frame in a *Frames and Arrows* diagram; there may be more than one arrow rule per diagram



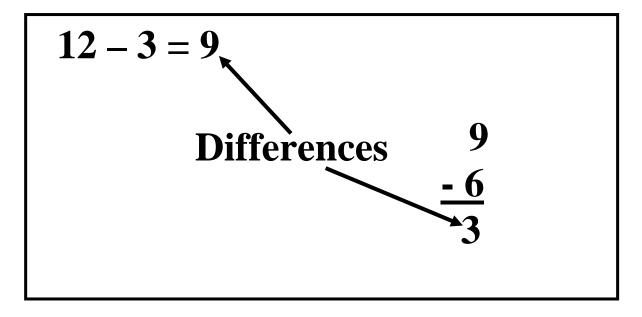
**Column** – a vertical arrangement of objects or numbers in an array or table; "back and forth"

column  $\star \star \star \star \star \star \star \star$ 

**Diagonal** – a line of objects or numbers from upper left to lower right, or from upper right to lower left, in an array or table



A diagonal of an array



 $\label{eq:Difference} Difference - \mbox{ the result of subtracting one number from another}$ 

**Doubles Facts** – a number plus itself and its sum

1 + 1 = 2	6 + 6 = 12
2 + 2 = 4	7 + 7 = 14
3 + 3 = 6	8 + 8 = 16
4 + 4 = 8	<b>9</b> + <b>9</b> = <b>18</b>
<b>5</b> + <b>5</b> = <b>10</b>	10 + 10 = 20

**Doubles Fact** + 1 – if you know the doubles facts for a number, you can figure out the doubles + 1 by doubling and adding 1

$$7 + 8 = ?$$
  
I know that  $7 + 7 = 14$   
So  $7 + 8$  is one more than 14  
So  $7 + 8 = 15$ 

**Doubles + 2 Facts -** if you know the doubles facts for a number, you can figure out the doubles + 2by doubling and adding 2

I know that 6 + 6 = 12

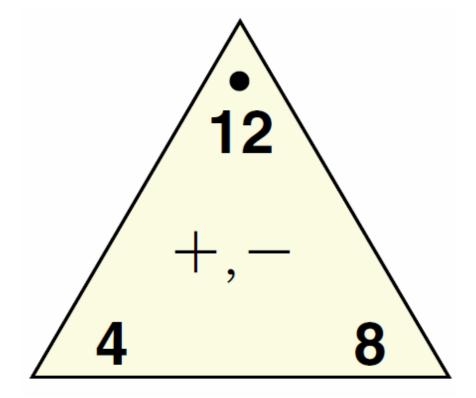
So 6 + 8 is two more than 12

**So** 6 + 8 = 14

**Fact Family**— a set of related arithmetic facts linking two inverse operations

Fact Family
$$5 + 7 = 12$$
 $12 - 7 = 5$  $7 + 5 = 12$  $12 - 5 = 7$ 

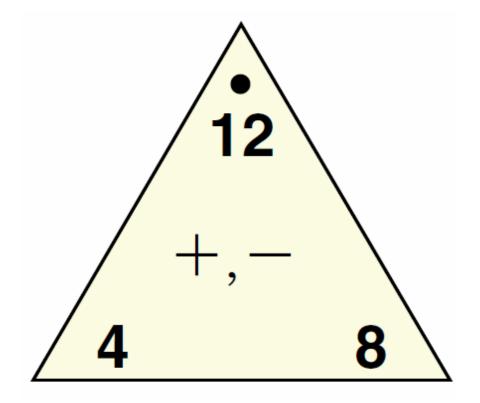
Fact Power — the ability to recall basic arithmetic facts automatically



LESSON 2·3	Addition/Subtraction Facts Table									
+,-	0	1	2	3	4	5	6	7	8	9
0	0	1	2	3	4	5	6	7	8	9
1	1	2	3	4	5	6	7	8	9	10
2	2	3	4	5	6	7	8	9	10	11
3	3	4	5	6	7	8	9	10	11	12
4	4	5	6	7	8	9	10	11	12	13
5	5	6	7	8	9	10	11	12	13	14
6	6	7	8	9	10	11	12	13	14	15
7	7	8	9	10	11	12	13	14	15	16

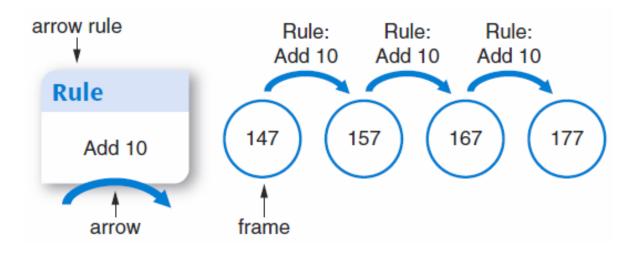
Facts Table — a resource used to help add or subtract any two numbers

**Fact Triangle** – a triangular flash card labeled with the numbers of a fact family that students can use to practice addition and subtraction

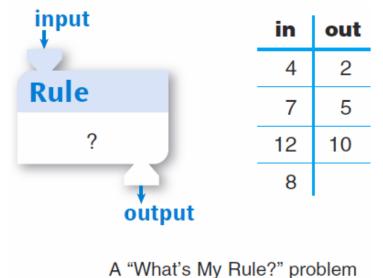


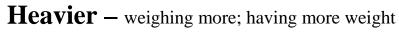
## Frames/Frames and Arrows Diagrams - diagrams

consisting of frames connected by arrows used to represent number sequences; each frame contains a number, and each arrow represents a rule that determines which number goes in the next frame; there may be more than one rule, represented by different-color arrows



**Function Machine/What's My Rule?** – a problem in which two of the three parts of a function (input, output, and rule) are known, and the third is to be found out







## The cat is heavier than the mouse.

Lighter – weighing less; having less weight



## The mouse is lighter than the cat.

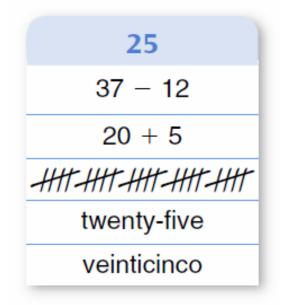
**In balance/Balanced** – two sides of a pan balance are even or balanced; when this happens, the objects in the two pans are said to have the same weight



**Label** – words that go with numbers to describe the units which the numbers represent

Labels
16 <u>apples</u>
12 <u>cookies</u>
3 <u>horses</u>

**Name-Collection Box** – a diagram that is used for collecting equivalent names for a number



**Number Model** – a number sentence, expression, or other representation that models a number story or situation

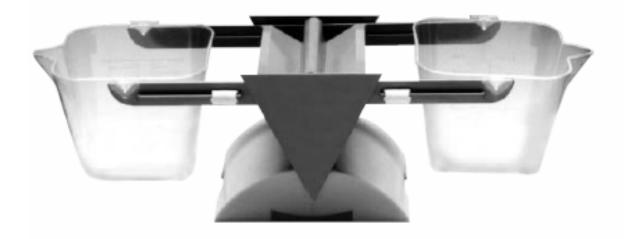
Sally had \$5.00 and then earned \$3.00 more. How much money does Sally have now?

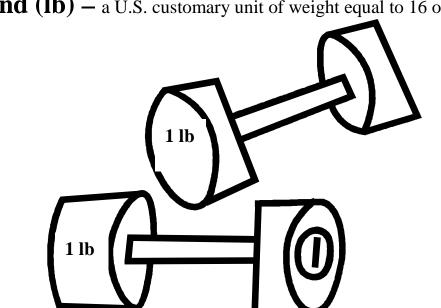
## Number Model = \$5.00 + \$3.00 = \$8.00

**Ounce** (oz) – a U.S. customary unit of weight equal to  $\frac{1}{16}$  of a pound

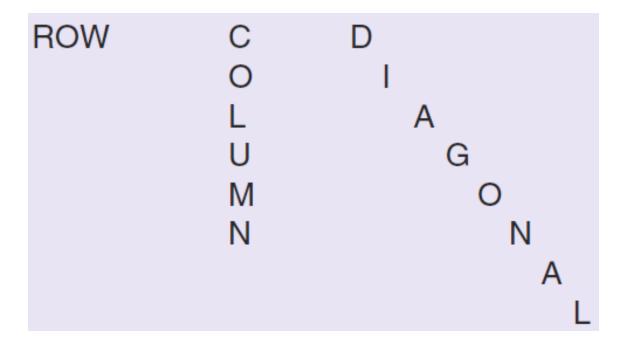


**Pan Balance** – a device used to weight objects or compare their weights





 $\mathbf{Row}$  – a horizontal arrangement of objects or numbers in a table or an array



**Pound (lb)** – a U.S. customary unit of weight equal to 16 ounces

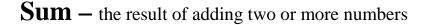
**Spring Scale** – a device used to weigh objects that are less than one pound; numbers on the spring scale represent **ounces**, not pounds

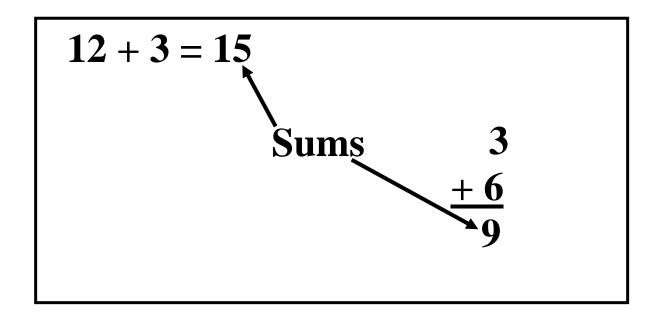


**Subtraction Number Story** – a story problem that requires subtraction

Joe has 15 baseball cards. He gives Ben 7. How many baseball cards does Joe have left?

$$15 - 7 = 8$$





**Turn-around Rule/Facts** — a rule for solving addition and multiplication problems based on the Commutative Property

If you know 6 + 8 = 14, then you know 8 + 6 = 14If you know 6 \* 8 = 48, then you know 8 \* 6 = 48 **Unit Box** – a label used to put a number in context; students often keep track of units in unit boxes

