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.

$$326 + 274$$

$$-1 + 1$$
Problem \longrightarrow 325 + 275 = 600

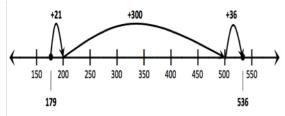
Consider 173 + 389. We can take 27 from 389 and give it to 173 to make 200.

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

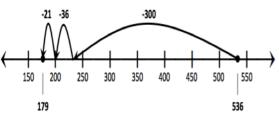
Subtraction: Count Up or Count Back

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 3rd grade include:

Repeated Addition:

6 + 6 + 6 + 64 + 4 + 4 + 4 + 4 + 4

These examples are for 6 x 4.

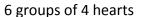
Equal Groups / Sets:

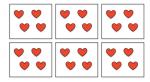
4 groups of 6 hearts



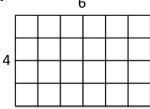








Area/Array Model:



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

The Commutative Property

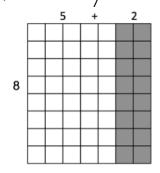
This property allows us to reverse the order of factors. It is useful in many situations.

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

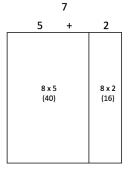
Multiplication: Area/Array Model

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

Model for 8 x 7:



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



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

Multiplication: Multiples of 10

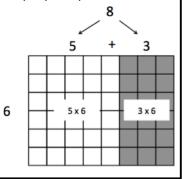
3 x 1 = 3 3 x 4 = 12 3 x 1 ten = 3 tens 3 x 4 tens = 12 tens

3 x 10 = 30 3 x 40 = 120

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



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 ÷ 4?







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







Developing Computational Fluency

Grade 3



Elementary Mathematics Office Howard County Public School System

This brochure highlights some of the methods for developing computational fluency. For more information about computation and elementary mathematics visit http://smart.wikispaces.hcpss.org