Contents

Foreword	5
	•

Chapter 4: Addition and Subtraction Facts

Introduction	6
Addition and Subtraction Facts with 4 and 5	10
Addition and Subtraction Facts with 6	12
Addition and Subtraction Facts with 7	15
Addition and Subtraction Facts with 8	17
Addition and Subtraction Facts with 9	21
Addition and Subtraction Facts with 10	24
Subtracting More Than One Number	28
Review—Facts with 6, 7, and 8	30
Review—Facts with 9 and 10	32

Chapter 5: Time

Introduction	35
Whole and Half Hours	38
Minutes and Half Hours	42
Time Order	46
AM and PM	48
The Calendar	51
Review—Half Hours	53

Chapter 6: Shapes and Measuring

Introduction	54
Basic Shapes	57
Playing with Shapes	60
Printable Shapes	61
Drawing Basic Shapes	63

Practicing Basic Shapes and Patterns	66
Halves and Quarters	69
Measuring Length	73
Exploring Measuring	77
Measuring Lines in Inches	79
Measuring Lines in Centimeters	82
Three-Dimensional Shapes	84
Review Chapter 6	86

Chapter 7: Adding and Subtracting Within 0-100

Introduction	87
Refresh Your Memory	90
Adding Without Regrouping	92
Subtracting Without Borrowing	95
Adding or Subtracting Two-Digit Numbers	98
Completing the Next Ten	102
Going Over Ten	105
Subtracting from Whole Tens	109
Add Using "Just One More"	111
A "Trick" with Nine and Eight	113
Adding Within 20	116
Subtract to 10	120
Using Addition to Subtract	122
Some Mixed Review	125
Pictographs	128
Review Chapter 7	130

Chapter 8: Coins

Introduction	134
Counting Dimes, Nickels, and Cents	136
Counting Dimes, Nickels, and Cents 2	139
Quarters	141
Practicing with Money	144
Review—Coins	146

Foreword

Math Mammoth Grade 1 comprises a complete math curriculum for the first grade mathematics studies. The curriculum meets and exceeds the Common Core standards.

The main areas of study for first grade are:

- 1. The concepts of addition and subtraction, and strategies for addition and subtraction facts;
- 2. Developing understanding of place value up to 100;
- 3. Developing understanding and some basic strategies for two-digit addition and subtraction.

Additional topics we study in the first grade are telling time (whole and half hours), geometric shapes, measurement, and counting coins.

The portion of first grade included in this book, Part B, covers strategies for addition and subtraction facts (chapter 4), telling time and the calendar (chapter 5), shapes and measuring (chapter 6), adding and subtracting two-digit numbers and reading pictographs (chapter 7), and counting coins (chapter 8). The book 1-A covers addition concept, subtraction concept, and place value with two-digit numbers.

Some important points to keep in mind when using the curriculum:

• These two books (parts A and B) are like a "framework", but you still have a lot of liberty in planning your child's studies. While addition and subtraction topics are best studied in the order they are presented, feel free to go through the sections on shapes, measurement, clock, and money in any order you like.

This is especially advisable if your child is either "stuck" or is perhaps getting bored with some particular topic. Sometimes the concept the child was stuck on can become clear after a break from the topic.

- Math Mammoth is mastery-based, which means it concentrates on a few major topics at a time, in order to study them in depth. However, you can still use it in a *spiral* manner, if you prefer. Simply have your child study in 2-3 chapters simultaneously. This type of flexible use of the curriculum enables you to truly individualize the instruction for your child.
- Don't automatically assign all the exercises. Use your judgment, trying to assign just enough for your child's needs. You can use the skipped exercises later for review. For most children, I recommend to start out by assigning about half of the available exercises. Adjust as necessary.
- For review, the curriculum includes a worksheet maker (Internet access required), mixed review lessons, additional cumulative review lessons, and the word problems continually require usage of past concepts. Please see more information about review (and other topics) in the FAQ at https://www.mathmammoth.com/faq-lightblue.php

I heartily recommend that you view the full user guide for your grade level, available at https://www.mathmammoth.com/userguides/

There are free videos matched to the curriculum at https://www.mathmammoth.com/videos/

I wish you success in teaching math! Maria Miller, the author

Chapter 4: Addition and Subtraction Facts Introduction

This chapter provides lots of practice for learning and memorizing the basic addition and subtraction facts with numbers from 0 to 10. The Common Core Standards require children in the first grade to demonstrate fluency in addition and subtraction with numbers up to 10, and we aim for that goal here.

Since this chapter is repetitive, consider studying it simultaneously with some other section of the curriculum, such as telling time, shapes, measuring, or counting coins. For example, the child could study telling time and this chapter each day, or study the two different chapters on alternate days. This is not compulsory but just a suggestion to "mix things up" in a somewhat spiral fashion.

The series of lessons titled *Addition and Subtraction Facts with...* aims to help the student to memorize the basic addition and subtraction facts within 0-10. We approach it from the concept of "fact families," which makes the process logical and structured. These lessons have a lot of repetition and practice for both subtraction and addition facts.

Many children may not need all the practice problems provided, so don't assign all of them by default. Use your judgment, and only assign a certain portion, such as half of them, at first. The rest of them can then be used later as a review. If assigning only half of the exercises is not enough, adjust as necessary.

Alongside this book, you can also use math games or flashcards to reinforce these facts. You will find a list of some games below.

While the child does not absolutely have to learn these facts by heart while studying this chapter, it is advisable to learn them fairly well. Mathematics builds upon previously learned concepts and facts, and learning addition and subtraction facts is essential for later study, such as when students add 24 + 5 (in chapter 7 of this curriculum). However, if the child has not memorized these facts before the end of the chapter, don't worry. Go on with the curriculum, but keep practicing the facts with games, worksheets, drills, *etc*.

Besides practicing the facts with the help of fact families, the child will also solve word problems, fill in number patterns, use a symbol to represent an unknown number, compare expressions (such as 5 - 2 < 2 + 5), and subtract more than one number at a time.

As a friendly reminder, there are videos matched to the curriculum at https://www.mathmammoth.com/videos. Choose Grade 1.

Pacing Suggestion for Chapter 4

The Lessons in Chapter 4	page	span	suggested pacing	your pacing
Addition and Subtraction Facts with 4 and 5	10	2 pages	2 days	
Addition and Subtraction Facts with 6	12	3 pages	2 days	
Addition and Subtraction Facts with 7	15	2 pages	2 days	
Addition and Subtraction Facts with 8	17	4 pages	3 days	
Addition and Subtraction Facts with 9	21	3 pages	2 days	
Addition and Subtraction Facts with 10	24	4 pages	3 days	
Subtracting More Than One Number	28	2 pages	1 day	
Review - Facts with 6, 7, and 8	30	2 pages	1 day	
Review - Facts with 9 and 10	32	3 pages	2 days	
Chapter 4 Test (optional)				
Sample worksheet from TOTALS	5	25 pages	18 days	
	<i>.</i>			©2023 Taina I

https://www.mathmammoth.com

Please add one day to the pacing for the test if you will use it. Note that the specific lessons in the chapter can take several days to finish. They are not "daily lessons." As a general guideline, first graders should finish 1-2 pages daily or 7-9 pages a week. Please also see the user guide at https://www.mathmammoth.com/userguides/.

Games and Activities

Addition (or Subtraction) Challenge

You need: A standard deck of playing cards from which you remove the face cards. For the addition version, you might also remove some of the other higher cards, such as tens, nines, and eights.

Game Play: In each round, each player is dealt two cards face up, and has to calculate their sum or difference (add/subtract). The player with the highest sum or difference gets all the cards from the other players. After enough rounds have been played to use all of the cards, the player with the most cards wins. If two or more players have the same sum, then those players get an additional two cards and use those to resolve the tie.

Number Bonds in the Pond

You need: A standard deck (or several) of playing cards or number cards

Preparation: Choose a target sum for the game. If the target sum is 5, make a deck of cards consisting of numbers 1 through 4. If the target sum is 6, make a deck of numbers 1-5. And so on. (The deck always consists of numbers that are from 1 through X - 1 where X is the target sum.) Place a target number card face up between the players, and spread out the rest of the cards face down, like a pond, between the players.

Game play: At your turn, if you don't have any cards in your hand, take <u>two</u> cards from the pond. If you do, take <u>one</u> card from the pond. Now check if any two cards in your hand add up to the target number. If so, put those cards away to your personal pile. If not, it is the next player's turn. The game ends when there are no more cards in the pond. The winner is the person with most cards in their personal pile.

Variation: Allow three cards/numbers to be added to reach the target number.

Notes: Depending on the number of players, you may need several decks of cards to make the pond. Playing this game several times will help the child to memorize the number bonds associated with a particular target number.

10 Out (or 6 Out, 7 Out, 8 Out, etc.)

You need: A deck of number cards with numbers 1-10, or regular playing cards without the face cards.

Preparation: Choose a target sum, such as 10. Deal seven cards to each player. Place the rest face down in a pile in the middle of the table.

Game play: At your turn, first take one card from the pile. Then try to find pairs of cards in your hand that add up to 10, and discard any such pairs. Discard the card 10 also if you have it. If you cannot find any such pairs, ask for any one card you want (such as 6) from the player to your right (as in "Go Fish"). That player, if he has it, must give it, and you will then discard the pair that makes 10. Then it is the next player's turn. The player who first discards all the cards from his hand is the winner.

Variations:

* Deal more than seven cards.

- * Deal fewer cards if there are a lot of players or the players are very young.
- * Allow players to discard *three* cards that add up to 10.
- * Instead of ten, players discard cards that add up to 5, 6, 7, 8, or 9.

Games and Activities at Math Mammoth Practice Zone

Fact Families

Choose which fact family or families to practice, and the program will give you addition and subtraction problems from those, including with missing numbers. https://www.mathmammoth.com/practice/fact-families

Subtraction Hidden Picture Game

Choose a number range (such as 1 to 10) and uncover a hidden picture while solving subtraction problems! https://www.mathmammoth.com/practice/mystery-picture-subtraction

Number Bonds

Practice number bonds, either with pictures or with numbers. https://www.mathmammoth.com/practice/number-bonds

"7 Up" Card Game

You will see seven cards dealt face up. Simply choose any two cards that make 10 (or your chosen sum) to discard. When there are no cards that make that sum, click the deck to deal more cards. For this chapter, choose sums of 7, 8, 9, or 10.

https://www.mathmammoth.com/practice/seven-up

Fruity Math

Add two single-digit numbers (such as 4 + 5). Click the fruit with the correct answer and try to get as many points as you can within two minutes.

https://www.mathmammoth.com/practice/fruity-math#op=addition&duration=120&mode=manual&config=2,5x1__1,7x1&max-sum=120

Bingo

Choose Subtraction (Under 10). https://www.mathmammoth.com/practice/bingo

Make Subtraction Sentences

You are given numbers (in flowers), and an answer to a subtraction. Drag two flowers to the empty slots so that the subtraction is true.

https://www.mathmammoth.com/practice/number-sentences#questions=5&types=sub-1-12

Sample worksheet from

https://www.mathmammoth.com

Further Resources on the Internet

We have compiled a list of Internet resources that match the topics in this chapter, including pages that offer:

- online practice for concepts;
- online games, or occasionally, printable games;
- animations and interactive illustrations of math concepts;
- **articles** that teach a math concept.

We heartily recommend you take a look! Many of our customers love using these resources to supplement the bookwork. You can use these resources as you see fit for extra practice, to illustrate a concept better and even just for some fun. Enjoy!





9

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Subtracting More Than One Number

You have 7 circles. First you take away 1 circle,
and then you take away 2 more circles.7-1-2=?You will have 4 circles left.

1. Subtract twice, taking away circles. You can cover the circles to help.

a.	b. 000	c.
8 - 2 - 3 =	9 - 3 - 1 =	10 - 5 - 3 =
8 - 5 - 2 =	9 - 4 - 2 =	10 - 6 - 2 =
8 - 1 - 3 =	9 - 2 - 5 =	10 - 1 - 4 =

2. Solve. You can draw pictures to help.

a. Mary had ten cookies. She gave two to her brother and two to her sister. How many does she have left?
b. Seven birds were in the tree. Three flew away.After a while, one more flew away.How many birds were left in the tree?
c. Eight cars were in the parking lot. Then three cars left. After that two more cars left. How many cars are there now?
d. Jack had \$5. His mom gave him \$1, and his dad gave him \$2. How many dollars does Jack have now?

You can subtract two numbers one at a time:

$$8 - 2 - 3$$

\ /
6 - 3 = 3

First take away 2. That leaves 6. Then, from 6, subtract 3. That leaves 3. OR you can subtract their total:

$$8 - 2 - 3$$

 $1 - 5 = 3$

Check how much you need to subtract or take away *in total*. You need to subtract 2 and 3 — a total of 5. So subtract 8 - 5 = 3.

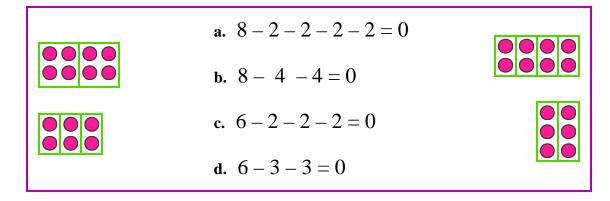
3. Subtract by either method.

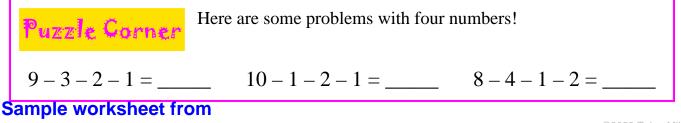
a.	b.	с.
7 - 2 - 3 =	9 - 7 - 1 =	7 - 5 - 1 =
9 - 2 - 6 =	6 - 2 - 2 =	10 - 6 - 1 =

4. Solve. Compare the two problems and their results.

a.	b.	с.
10 - 3 - 2 =	7 - 3 - 3 =	9 - 6 - 1 =
10 - 3 - 3 =	7 - 4 - 3 =	8 - 6 - 1 =

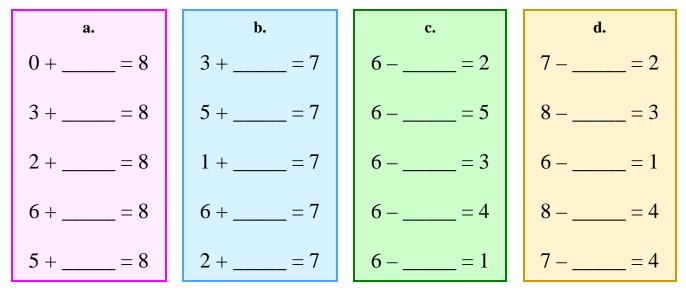
5. Match the subtraction problems to the correct pictures.





Review — Facts with 6, 7, and 8

1. Practice addition and subtraction facts with 6, 7, and 8.



2. First add and subtract. Write the answers in the boxes below. Then compare, and write <, > or =.

a. $8-2$? $7-3$	b. 10 – 7 ? 9 – 6	c. $7-6$? $4-2$
	$\downarrow \qquad \downarrow$	
d. $4+2$ 9-8	e. $10-4$ 7 - 4	f. $3+4$ 7 - 1

3. Solve.

a. Luisa and Caleb were playing a game. Luisa had 9 game pieces and Caleb had 4. How many more game pieces did Luisa have than Caleb?

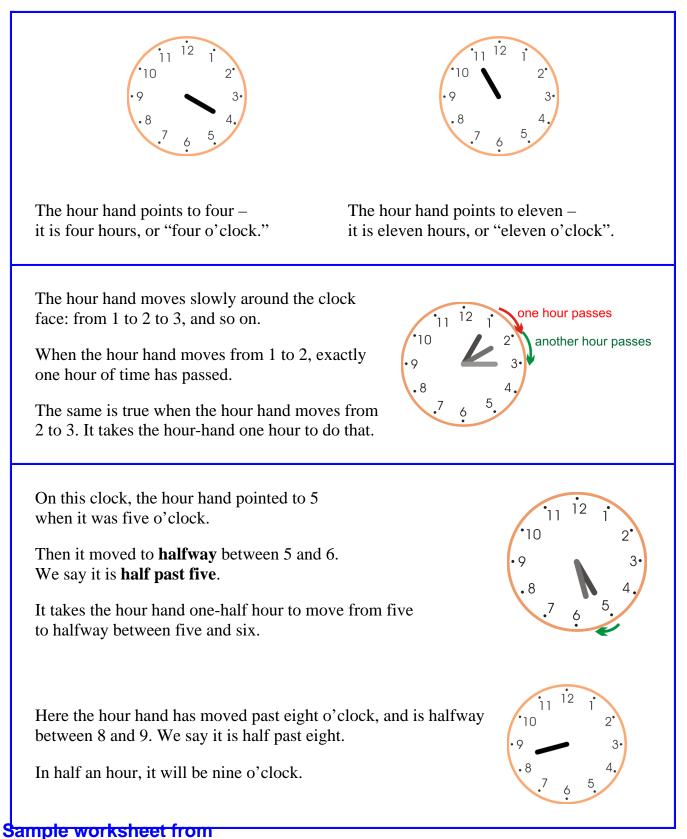
b. Luisa gave one game piece to Caleb. Now who has more game pieces?

How many more?

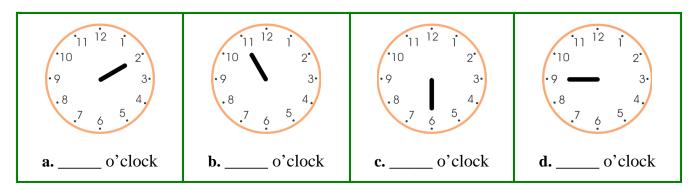
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Whole and Half Hours

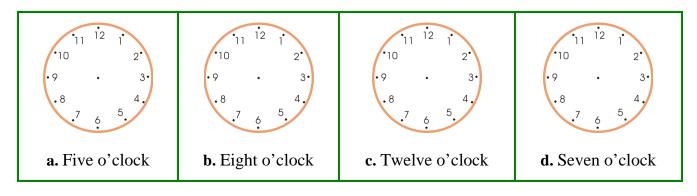
In this lesson, the clock only has one hand – the HOUR hand.



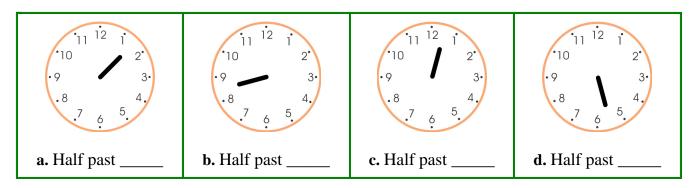
1. Write the time under each clock face.



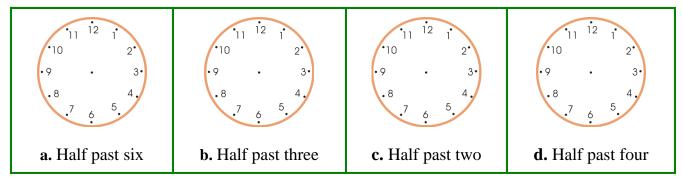
2. Draw the hour hand.



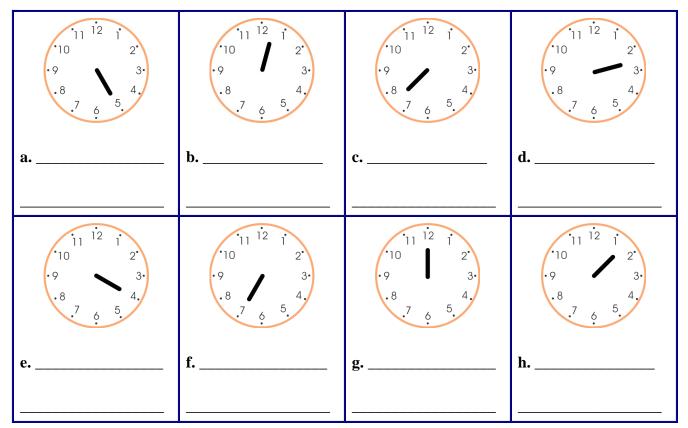
3. Write the time.



4. Draw the hour hand.



5. Write the time!



6. Draw an hour hand on each clock. In the second row, show the time a half-hour later. In the third row, show the time another half-hour later than the clock in the second row.

Draw the hour hand.	a. Five o'clock	b. One o'clock	c. Half past six	d. Half past three
A half- hour later →	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$
Another half- hour later →	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$

7. Draw the hour hand on each clock. Write the time that the clock will show a half-hour later.

	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$
	a. Three o'clock	b. Eleven o'clock	c. Half past five	d. Half past eleven
$1/2$ hour later \rightarrow	half past	half past	o'clock	o'clock

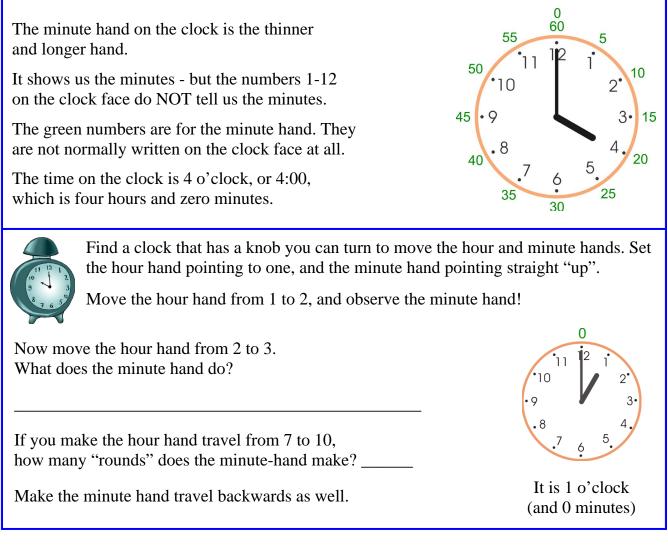
8. Write the time that the clock shows. Then write what the time will be an hour later.

	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$
	a o'clock	b. o'clock	c. half past	d. half past
An hour later →				

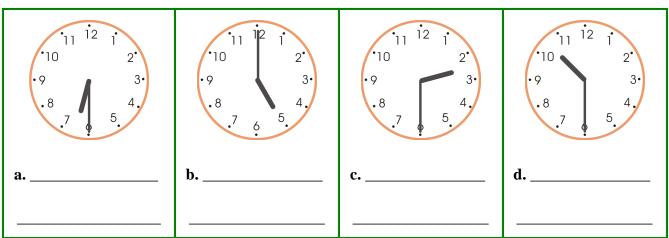
9. Draw the hour hand on the clock face. Write what it will be an hour later.

	a. Three o'clock	b. Eleven o'clock	$ \begin{array}{c} \begin{array}{c} \begin{array}{c} \begin{array}{c} \begin{array}{c} \begin{array}{c} \begin{array}{c} \begin{array}{c}$	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$
An hour later →				

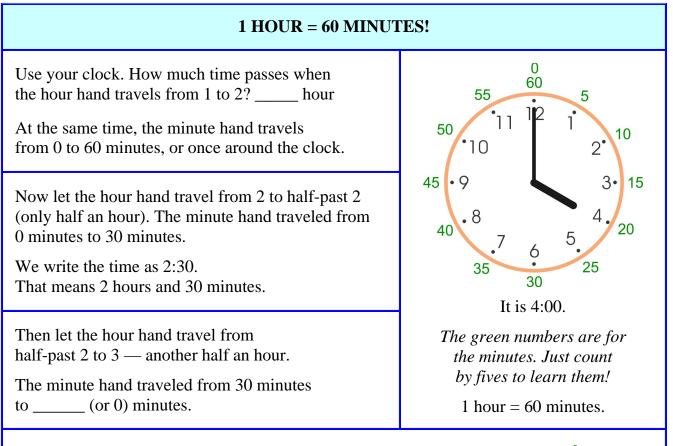
Minutes and Half Hours



1. You know these from the previous lesson. Now the minute hand is added. Write the time using the expressions *o'clock* or *half past*.



Chapter 5: Minutes and Half Hours



The hour hand is past 3, and the minute hand points to 20. The time is 3:20, which is 3 hours and 20 minutes.

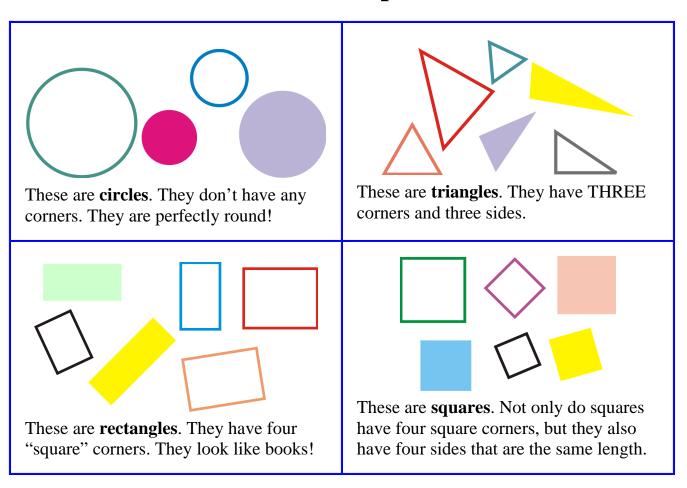
The hour hand *looks like* pointing to eight, but it's not quite eight o'clock. The hour hand is past seven and not yet on eight, and that is why we say the time is "seven forty," or 7:40, which is 7 hours and 40 minutes.

Again, the hour hand looks like it's pointing to six, but it's not yet six o'clock (though it is almost six). The hour hand has passed five, so we say it is "five fifty-five," or 5:55, which is 5 hours and 55 minutes.

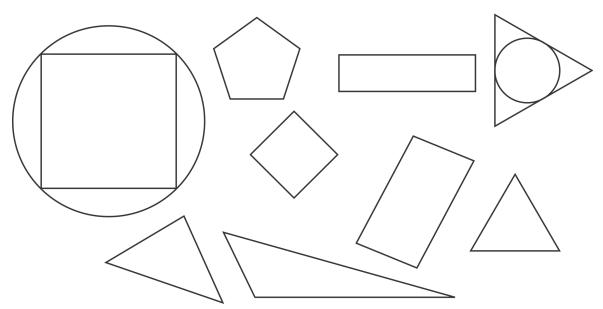


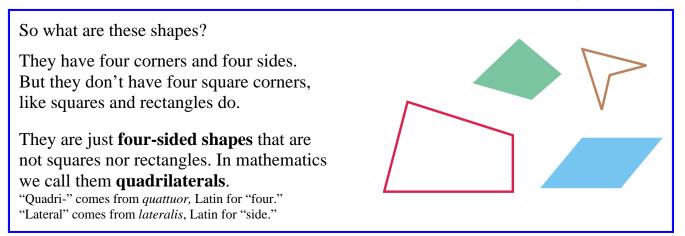
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Basic Shapes

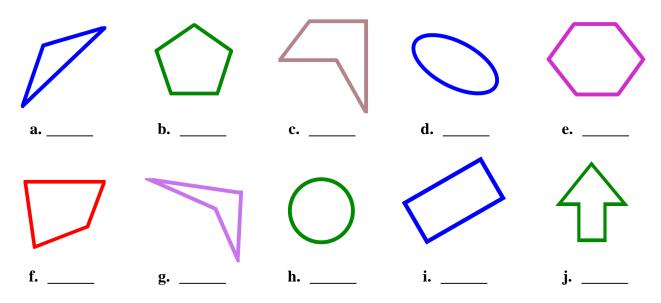


1. Color the circles yellow; the squares red; the triangles green and the rectangles blue. One shape will not be colored.





2. Write down how many corners each shape has.



- 3. a. In the shapes above, there is one rectangle. Mark it with **R**.
 - **b.** Mark the other four-sided shapes with \mathbf{Q} (for quadrilateral).
 - **c.** Mark the one circle with **C**.

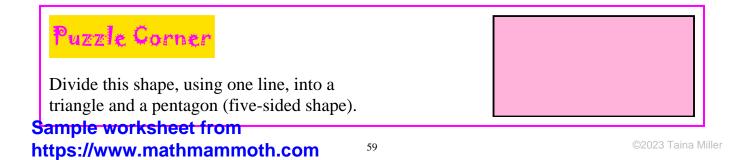
https://www.mathmammoth.com

d. Find another rounded shape that is not a circle, and mark it with E.

	4. a. Draw three dots anywhere in this space. Join them with lines. What shape do you get?	b. Once again draw three dots anywhere in this space, and join them with lines.
S	ample worksheet from	

5. Draw a line from dot to dot so that you divide the shape into <u>two new shapes</u>. Use a ruler. How many sides do the new shapes have? How many corners?

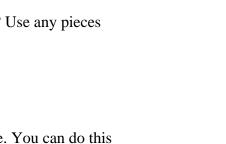
 a. The new shapes have sides, and corners. They are 	
 b. The new shapes have sides, and corners. They are 	
 c. The new shapes have sides, and corners. They are<i>quadrilaterals</i> 	
 d. The new shapes have sides, and corners. They are 	
e. The new shapes have sides, and corners. They are	

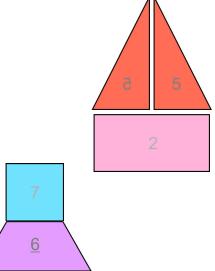


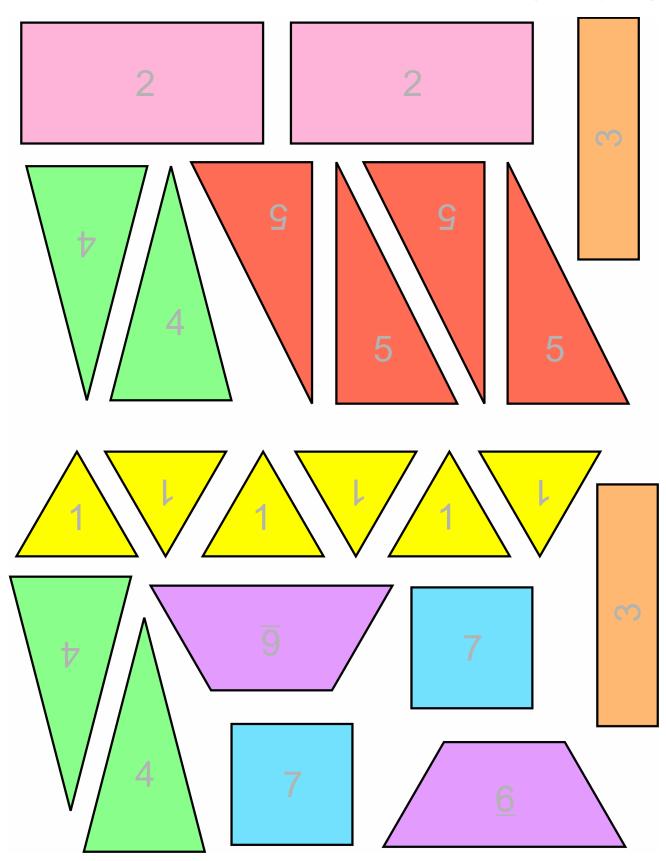
Playing with Shapes

Cut out the shapes. <u>Hint</u>: if you have the download version of this curriculum, print the page of cut-out shapes in landscape orientation, scaled at 140-150%, so it prints on two sheets of paper. All the shapes will then be much bigger.

- 1. Make a big triangle with the four yellow triangles (marked with 1).
- 2. Take all six of the yellow triangles (marked with 1). Put them together to get a six-sided shape (a *hexagon*).
- 3. Use the two pink rectangles (marked with 2) to make a square.
- 4. Use one pink rectangle (#2) and two blue squares (#7) to make a square.
- 5. Can you make a bigger square than the one you made in exercise 4? Use any pieces you choose.
- 6. Make a rectangle using two red triangles (#5).
- 7. Make a bigger rectangle using four red triangles (#5).
- 8. Put together two of the green triangles (#4) to get a four-sided shape. You can do this in several different ways!
- 9. Put together the two slim rectangles (#3) to make a. a rectangle;b. an L-shape; c. an eight-sided shape.
- 10. Put together the two purple shapes (#6) to make a six-sided shape (a hexagon). You can do this in several different ways!
- 11. Put together the two purple shapes (#6) to make a four-sided shape (a *quadrilateral*).
- 12. A challenge: put together the two purple shapes (#6) to make a five-sided shape (a *pentagon*).
- 13. Make your own pentagons (five-sided figures) using any of the shapes! Make several different ones.
- 14. Make your own hexagons (six-sided figures) using any of the shapes! Make several different ones.
- 15. Make interesting figures of your own using any of the shapes. Have fun!



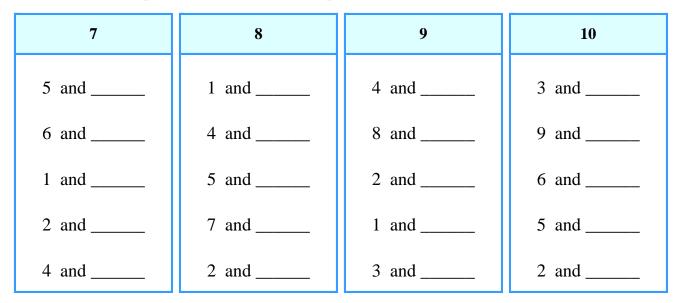




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Refresh Your Memory

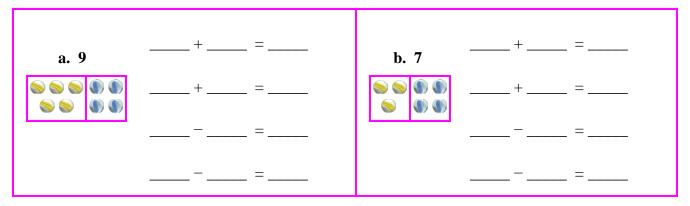
1. Divide (break up) the numbers into two parts.



2. Subtract. You can use the number pairs above.

a.	b.	с.	d.
7 – 1 =	8 - 3 =	9 - 2 =	10 - 3 =
7 – 5 =	8 - 6 =	9 - 3 =	10 - 8 =
7 – 3 =	8 – 2 =	9 – 5 =	10 – 5 =
7 - 6 =	8 – 7 =	9 – 7 =	10 - 6 =

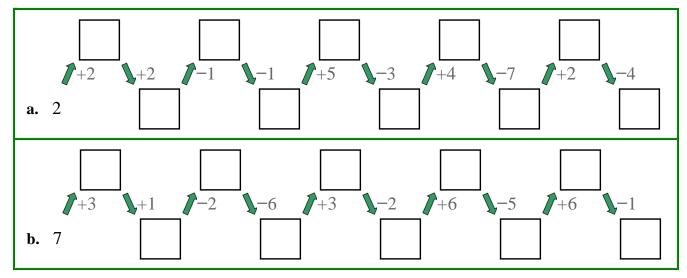
3. Write a fact family for each picture.



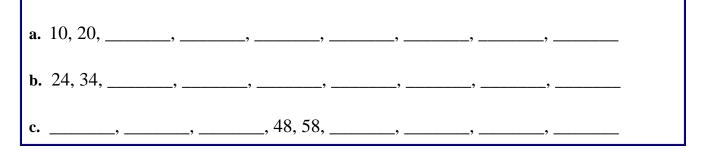
4. Add or subtract.

a.
$$7 + 1 + 2 =$$
b. $3 + 5 + 1 =$ **c.** $10 - 2 - 2 =$ $4 + 1 + 4 =$ $2 + 2 + 4 =$ $7 - 1 - 5 =$ $3 + 1 + 2 =$ $6 - 1 - 2 =$ $9 - 3 - 4 =$

5. Add and subtract. Start with the number in the bottom left corner and follow the arrows.



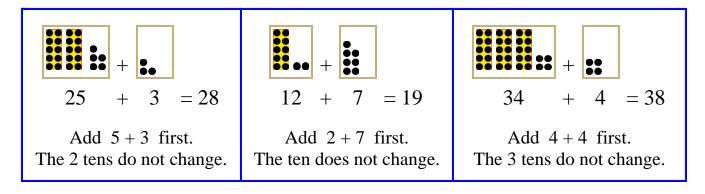
6. Count by tens. If you have forgotten how to do it, a 100-chart can help.



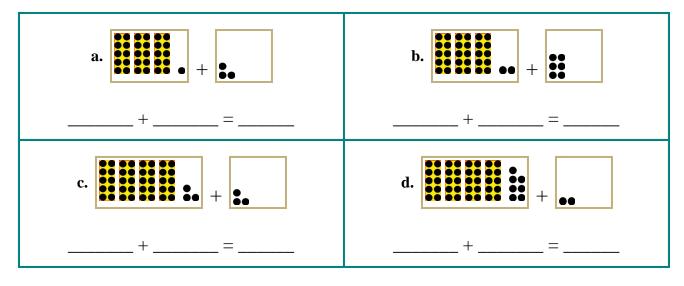
7. Add or subtract.

a.	b.	с.	d.
20 + 6 =	20 + = 24	10 + 10 =	50 - 10 =
40 + 8 =	70 + = 78	32 + 10 =	66 – 10 =
50 + 2 =	50 + = 56	67 + 10 =	82 - 10 =

Adding Without Regrouping



1. Write an addition sentence for each picture.



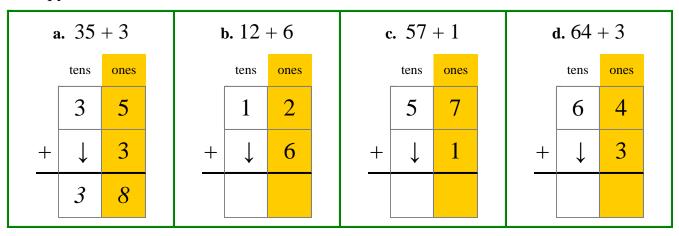
2. Add. Compare the problems. The top problem helps you solve the bottom one!

a. $5 + 2 =$	b. $4 + 5 =$	c. $3 + 6 =$
35 + 2 =	64 + 5 =	93 + 6 =

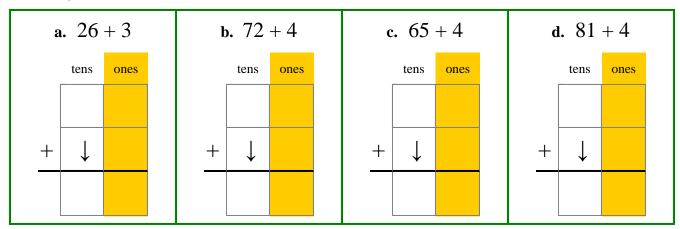
3. Add. Below each problem, write a "helping" problem with numbers less than 10.

a. 52 + 7 =	b. $33 + 1 =$	c. 11 + 5 =
<u>2</u> + <u>7</u> =	+=	+=

4. The numbers are written in boxes! Add the ones in their own column. Copy the number of tens to the answer line.



5. Now you write the numbers in the boxes. Add the ones in their own column.



6. Add. Compare the problems.

a.	b.	с.	d.
6 + 2 =	4 + 3 =	5 + 4 =	11 + 7 =
16 + 2 =	24 + 3 =	45 + 4 =	61 + 7 =
36 + 2 =	34 + 3 =	65 + 4 =	41 + 7 =

7. Add three numbers.

a.	b.	с.
20 + 5 + 2 =	93 + 1 + 5 =	100 + 5 + 4 =
$44 + 2 + 2 = _$	83 + 4 + 3 =	52 + 4 + 2 =

https://www.mathmammoth.com

Do you remember how to separate ("break up")		
a number into its TENS and ONES?	23 = 20 + 3 tens ones	47 = 40 + 7 tens ones

8. Break the numbers into tens and ones or combine the tens and ones into numbers.

a.	b.	с.
18 = 10 + 8	32 = +	= 60 + 6
25 = +	95 = +	= 9 + 80
55 = +	= 40 + 9	= 8 + 70

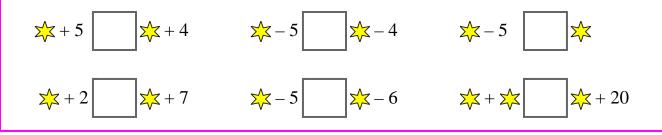
9. Compare. Write \langle , \rangle , or =.

zzle Corn

a. 24 + 3 24 + 5	c. 17 + 2 19 + 2	e. 58 8 + 51
b. 83 + 5 85 + 3	d. 36 + 4 46 + 4	f. 66 5 + 61

is a number we don't know—a mystery number! Your task is to *compare* without knowing the mystery number! For example, which is more, x + 2 or x + 7?

Write $\langle or \rangle$ in the boxes. Note: there is one comparison you **cannot** do without knowing the mystery number. Can you find it?



Subtracting Without Borrowing

5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5		Think of the <i>ones digits</i> only. The tens do not change
$14 - 2 = \underline{12}$	27 - 3 = 24	because we don't have to
"I can subtract $4 - 2 = 2$; the 10 stays the same."	"I can subtract $7 - 3 = 4$; the 20 stays the same."	subtract from the tens.

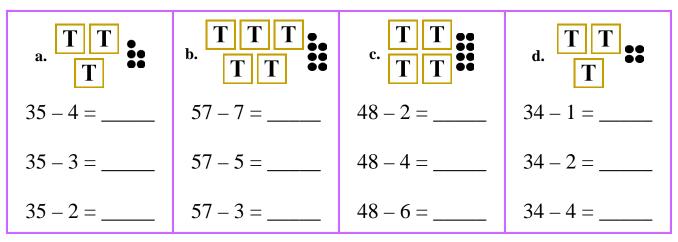
1. Subtract and compare. The top problem helps you solve the bottom one!

a. $8-2 = 6$	b. 7-6 =	c. 7–7 =
28 - 2 = 26	17 – 6 =	67 – 7 =
d. $6-6 =$	e. 9-8 =	f. $5-2 =$
56-6 =	49 – 8 =	95 – 2 =

2. Subtract. Write a "helping problem" below that uses only numbers less than 10.

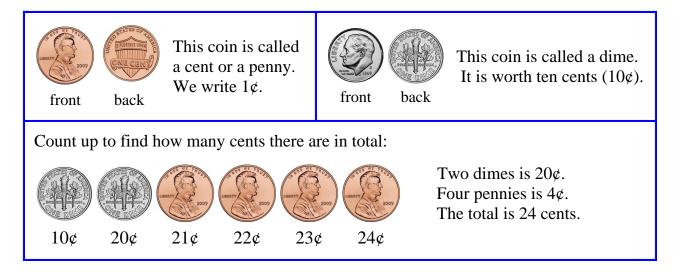
a. 54 – 2 =	b. 76 – 2 =	c. 88 - 4 =
4 - 2 =	=	=

3. Subtract. Cross out dots. Each box marked with a "T" stands for a ten.



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Counting Dimes, Nickels, and Cents



1. Count and write the total amount in cents.

