## KEY CONCEPT OVERVIEW

In Lessons 9 and 10, students add and subtract decimals and solve word problems.
You can expect to see homework that asks your child to do the following:

- Add and subtract decimals using the unit form and standard algorithm (as shown in the sample problem below).
- Solve word problems that involve decimals.


## SAMPLE PROBLEM

Solve, and write the sum in standard form. Then solve using the standard algorithm.
8 ones 27 hundredths +5 hundredths $=\underline{\mathbf{8}}$ ones $\underline{\mathbf{3 2}}$ hundredths

$$
\begin{aligned}
& =\underline{8} \text { ones } \_3 \text { tenths } \_2 \text { hundredths } \\
& =\underline{8.32}
\end{aligned}
$$



LEARN MORE by viewing a video about using the place value disks to solve decimal subtraction problems. Visit eurmath.link/decimal-subtraction-pvdisks.

Additional sample problems with detailed answer steps are found in the Eureka Math Homework Helpers books. Learn more at GreatMinds.org.

## HOW YOU CAN HELP AT HOME

- Play a call and response game with your child while you are cooking or driving to and from school. You can say a number, and your child will say the number that's one more of a given unit than your number. For example, "What's one more tenth than 5 tenths? ( 6 tenths). What's one more thousandth than 0.052 ? (0.053)."
- Play the "Addition and Subtraction" card game with your child.

1. Take out the Jacks, Queens, Kings, Aces, and Jokers.
2. Put the stack of remaining cards face down.
3. You and your child will each flip a set number of cards to build a decimal number.
4. Ask your child to practice adding and/or subtracting with those two numbers.

For example, you flip an 8 and a 5; they represent 8.5. She flips a 6 and a 2; they represent 6.2.8.5 $+6.2=14.7$ and $8.5-6.2=2.3$.

Note: Flip two cards to practice adding and subtracting tenths; flip three cards to practice adding and subtracting hundredths, and flip four cards to practice adding and subtracting thousandths.

## TERMS

Standard algorithm: A standard step-by-step procedure to solve a particular type of problem. For example, the process of subtracting vertically with regrouping is a standard algorithm.

