

KEY CONCEPT OVERVIEW

In Lessons 19 through 21, students apply knowledge of multiplication facts to multiplying with multiples of ten. For example, if students know $4 \times 6 = 24$, then they know $4 \times 60 = 240$ because 60 is ten times larger than 6.

You can expect to see homework that asks your child to do the following:

- Use **place value disks** and a place value chart to solve multiplication problems.
- Place parentheses around numbers to group multiplication problems to make an easier problem. (See Sample Problem.)
- Solve word problems that require multiplying with multiples of ten.

SAMPLE PROBLEM (From Lesson 20)

Place () in the equation to find the related fact.

$$\begin{aligned} 3 \times 30 &= 3 \times (3 \times 10) \\ &= (3 \times 3) \times 10 \\ &= \underline{9} \times 10 \\ &= \underline{90} \end{aligned}$$

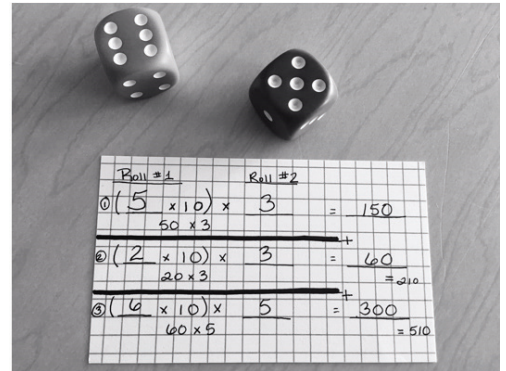
Additional sample problems with detailed answer steps are found in the *Eureka Math Homework Helpers* books. Learn more at GreatMinds.org.

HOW YOU CAN HELP AT HOME

- Play the Double Dice game with your child.
 1. You will need two dice and a piece of paper.
 2. The first player rolls one die and multiplies the number rolled by 10. The player then multiplies this answer by the number rolled with the second die. This final product is the player's score for this turn.

HOW YOU CAN HELP AT HOME *(continued)*

For example, if your child’s first roll is a 6, he writes $6 \times 10 = 60$. When he rolls the second die, he gets a 5. He then multiplies the 60 by 5 to get 300, which is his score for that turn. Play multiple rounds, taking turns with your child. (See image at right.)



3. Use the paper to record calculations and keep track of each player’s scores. Keep a running total of each player’s score, adding the score for each round to the previous total.
4. The first player to break 1,000 is the winner!

NOTE: Since the Double Dice game limits players to factors up to 6, you may want to try this variation that offers practice with factors up to 9.

- Instead of using two dice, use one die and playing cards with numbers 2 through 9 only. Shuffle the cards and place them facedown in a stack.
- Roll the die and multiply the number rolled by 10. Then draw one playing card. Multiply the previous result by the number on the playing card. This final number is the score for the turn.
- Set the winning score higher because you are playing with larger factors. For example, say the first player to break 5,000 is the winner.

MODELS

Place Value Disks

