Chapter 11: Developing Whole-Number Place-Value Concepts

Word Wizard/Vocabulary

1. Base-Ten- grouping by tens.
2. Place Value- symbolic scheme that we use for writing numbers. (Ones on the right, tens to the left, etc.)
3. Unitary- no grouping of ten, even though two-digit numbers is associated with quantity. These students rely on unitary counts to understand quantities.
4. Base-ten language- saying the number of tens and singles separately. (Ex. Five tens and three)
5. Equivalent grouping (equivalent representations) - groupings with fewer than the maximum number of tens.
6. Proportional- On base-ten models, the models are physically proportional. (Ex. Ten model is physically ten times larger than the model for a one, hundred model is ten times larger than ten models).
7. Groupable models- Where the ten can actually be made or grouped from the singles. Also called “put-together-take-apart” models. (Ex. Beans, snap cubes, or bundles of coffee stirrers)
8. Pregrouped or Trading Models- cannot actually take pieces apart or put them together. (Ex. When ten singles are accumulated, they must be traded for a ten. (Seen in textbook or instructional activities, ex. Strips and squares or little ten frames).
9. Equivalent representation- how many different ways you can find or create a certain number.

10.) Landmark numbers- Multiples of 10, 100, and occasionally other special numbers such as multiples of 25. Landmark numbers guide students in informal methods of computation.

11.) Compatible Numbers- numbers for addition and subtraction that go together easily to make nice numbers. Most common examples are numbers that make tens and hundreds.

12.) Compatible sums- nice sums end in 5, 25, 50, or 75 since they are easy to work with.