

addends

the numbers that are added together to find a sum

algorithms

a step by step procedure for solving a problem

commutative

having the property that the order of either the addends or the factors does not change the sum or the product

comparing

to examine numbers to find if they are greater than, less than, or equal to one another

estimation

the act of estimating something, or the value, amount, or size arrived at in an estimate

even	describing a whole number that is a multiple of 2. The ones digit in an even number is 0, 2, 4, 6, or 8. The numbers 56 and 48 are examples of even numbers.
expressions	A number, variable, or any combination of number, variables, and operation signs. For example, $2x$, 4, and $3x+4$ are expressions.
hundreds	the numbers 100 to 999
identity	pertaining to the property either that the sum of any number and 0 is that number, or that the product of any number and 1 is that number
inequality	a number sentence that uses the greater than sign ($>$) or the less than sign ($<$) to show that two expressions do not have the same value

<p>inverse</p>	<p>pertaining to operations that undo each other</p>
<p>odd</p>	<p>Describing a whole number that is not a multiple of 2. The ones digit in an odd number is 1, 3, 5, 7, or 9. The numbers 67 and 493 are examples of odd numbers.</p>
<p>operations</p>	<p>any of various mathematical or logical processes (as addition) of deriving one entity from others according to a rule</p>
<p>picture</p>	<p>to form a mental image of : imagine</p>
<p>regrouping</p>	<p>to use a place value to exchange equal amounts when renaming a number</p>

rounding

replacing a number with the nearest multiple of 10, 100, 1000, and so on

solve

to find the value of the variable that makes an equation true

sums

the number that is the result of adding two or more addends

symbols

an object, action, event, etc., that expresses or represents a particular idea or quality

patterns

sets of characteristics that are displayed repeatedly