

addends

the numbers that are added together to find a sum

algorithms

a step by step procedure for solving a problem

arrays

an arrangement of numbers, objects, or pictures in columns or rows

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.

factors

numbers that are multiplied to get a product

hundreds

the numbers 100 to 999

multiplication

a mathematical operation that at its simplest is an abbreviated process of adding an integer to itself a specified number of times and that is extended to other numbers in accordance with laws that are valid for integers

odd

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.

placing

to put in or as if in a particular place or position: set

regrouping

to use a place value to exchange equal amounts when renaming a number

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

strategy

a careful plan or method for achieving a particular goal usually over a long period of time

values

a numerical quantity that is assigned or is determined by calculation or measurement

models

descriptions or constructions used to help form a picture of something (like an atom) that cannot be seen directly

patterns

sets of characteristics that are displayed repeatedly