





Find the Math

Many video games keep score in points. Often players have to score a certain number of points in one level of the game to move on to the next level. If you were going to create a video game, would it have different levels? How would players score points?



1. Suppose you score 3 points in one level of a game and 30 points in another. How are those two numbers the same? How are they different?

2. Would you rather score 41 points or 14 points? Why?

Key Idea

= 1

To find the value of a group of unit blocks, count by ones.

= 10

To find the value of a group of rods, skip count by 10.

Try This

Name each value shown by the group of blocks.

1.

2.



3.

.

4.



Practice

Write how many tens and ones are in each number.

5. 43 = tens and ____ ones

6. 71 = ____ tens and ____ ones

7. 28 = ____ tens and ____ ones

8. 55 = ____ tens and ____ ones

9. 70 = ____ tens and ____ ones

10. 6 = ____ tens and ____ ones

Draw a model of each number	using unit blocks and rods.
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11. 60

12. 33

Reflect

Explain how you would find the value of all the rods and all the unit blocks. Name the value.



Key Idea

100 + 70 + 9

1 hundred + 7 tens + 9 ones

Hundreds	Tens	Ones
1	7	9

This number in standard form is 179.

Try This

Fill in the blanks to show the value of each digit.



__ hundreds = _____

____ tens = ____

____ ones = ____

Practice

Combine the numbers to form a single quantity.

Write how many hundreds, tens, and ones are in each number.

___ hundreds ___ tens ___ ones

9. 325

___ hundreds ___ tens ___ ones

13. 792

11. 560

___ hundreds ___ tens ___ ones

____ hundreds ____ tens ___ ones

15. 385

____ hundreds ____ tens ____ ones

Reflect

Explain how the number 502 differs from the number 532. Use place-value concepts to explain the difference.

Key Idea

10 ones = 1 tens



Try This

Circle groups of 10 unit blocks. Write how many tens and how many ones there are for each model.



____ tens ____ ones



_ tens ___ ones

3. Draw 3 rods and 25 unit blocks in the number construction mat below. Then regroup to use the fewest base-ten blocks possible. What number is modeled? ____

Hundreds	Tens	Ones

Practice

Make trades. Write each number in standard form.

4, ____

Hundreds	Tens	Ones

5. ____

Hundreds	Tens	Ones

Make trades. Write each number in standard form. Use base-ten blocks if needed.

- **6.** 4 rods and 19 unit blocks = ____ **7.** 1 tens and 26 ones = ____
- **8.** 3 tens and 20 ones = ____
- **10.** 4 tens and 35 ones = ____

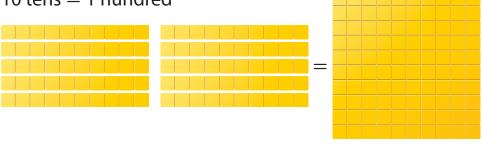
- **9.** 7 tens and 11 ones = ____

Reflect

Draw base-ten blocks to make 25 in different ways. Draw 25 using only unit blocks. Draw 25 using rods and unit blocks. Finally, draw 25 using the fewest blocks possible.

Key Idea

10 tens = 1 hundred



Try This

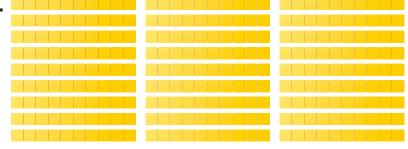
Circle groups of 10 rods. Write how many hundreds, how many tens, and how many ones there are for each model.

1.



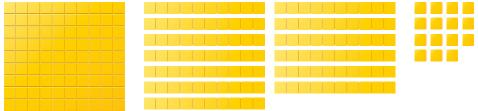
_ hundreds and ____ tens

2.



hundreds and ____ tens

3.



___ hundreds, ___ tens, and ___ ones

4. Draw 13 rods and 23 unit blocks in the number construction mat below. Then regroup to use the fewest base-ten blocks possible. What number is modeled? ____

Hundreds	Tens	Ones

Practice

Make trades. Write each number in standard form. Use base-ten blocks if needed.

- 5. 3 hundreds and 28 tens
- **6.** 4 hundreds, 7 tens, and 22 ones
- 7. 1 hundred, 35 tens, and 38 ones
- 8. 4 hundreds, 18 tens, and 24 ones

Reflect

Draw 210 using flats and rods. Finally, draw 210 using the fewest base-ten blocks possible.

Lesson 5 Review

This week you explored place value. You identified the numbers of hundreds, tens, and ones in two- and three-digit numbers. You also traded among ones, tens, and hundreds to represent the same number in different ways.

	ways.		
	sson 1 Write how many tens and the number.	ones are in	
1.	37	2. 73	
	tens ones	tens ones	
3.	20	4. 9	
	tens ones	tens ones	
5.	88		
	tens ones		
	205 hundreds tens ones 148 hundreds tens ones		
8.	29 hundreds tens ones		
9.	580 hundreds tens ones		
10 .	985 hundreds tens ones		
	HUHUIEUS LEHS UHES		

Lesson 3 Write each number in differen	t ways.			
11. 25 12	. 36			
tens and ones	tens and ones			
tens and ones	tens and ones			
	tens and ones			
Make trades. Write each number in standard base-ten blocks if needed.	d form. Use			
13. 4 tens and 34 ones				
14. 5 tens and 21 ones				
15. 8 tens and 18 ones				
Lesson 4 Write each number in different ways.				
Lesson 4 Write each number in differen				
Lesson 4 Write each number in differen	t ways.			
Lesson 4 Write each number in differen 16. 160 17	t ways. • 230			
Lesson 4 Write each number in different 16. 160 17 Lesson 4 Lesson	t ways. 230 hundreds and tens			
Lesson 4 Write each number in different 16. 160 17 Lesson 4 Lesson	t ways. 230 — hundreds and — tens — hundreds and — tens — hundreds and — tens			
Lesson 4 Write each number in different 16. 160 17 — hundreds and — tens — hundreds and — tens Make trades. Write each number in standard	t ways. 230 — hundreds and — tens — hundreds and — tens — hundreds and — tens			
Lesson 4 Write each number in different 16. 160 17 hundreds and tens hundreds and tens Make trades. Write each number in standard base-ten blocks if needed.	t ways. 230 — hundreds and — tens — hundreds and — tens — hundreds and — tens			

Reflect

Explain why the same digit can have different values within a number. Give an example.

Project

Video Game Level-Up

- **1. Write** the name of your video game.
- **2. Draw** three objects you collect in the first level of the game.

- **3. Assign** a point value to each object—1 point, 10 points, or 100 points. Write the point value next to each object.
- 4. Roll a Number Cube for each object to find how many of that object you collect in this level. Record your results in the table.

Object	Point Value	Number Rolled
	1 point	
	10 points	
	100 points	

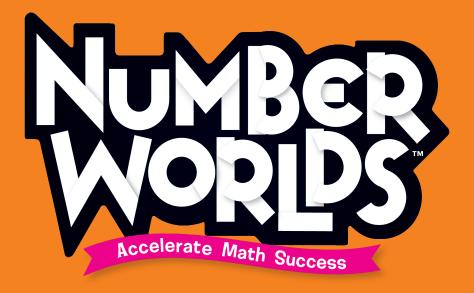
Total Points		

5. Write the total number of points you scored in this level in the Total Points box.

Reflect

Explain why you could not write the digits in a different order.





Student Workbook

Engage with your mathematics program!

PLAY interactive online games and activities.

SOLVE complex math problems with digital math tools.

COLLABORATE with classmates in project-based learning.

