KEY CONCEPT OVERVIEW

In Lessons 4 through 6, students focus on place value and discover patterns as they multiply a whole number by 10, 100, or 1,000 (e.g., $5 \times 1,000$) and multiply a whole number by multiples of 10, 100, and 1,000 (e.g., $5 \times 5,000$).

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

- Draw place value disks and arrows on a place value chart to represent multiplication by 10, 100, and 1,000 and by multiples of 10, 100, and 1,000.
- Use an area model (see Sample Problem below) to represent the multiplication of a two-digit multiple of 10 by a two-digit multiple of 10 (e.g., $40 \times 40$).

SAMPLE PROBLEM  

(From Lesson 6)

Draw an area model to represent $40 \times 40$.

![Area Model](image)

$4 \text{ tens} \times 4 \text{ tens} = 16 \text{ hundreds}$

$40 \times 40 = 1,600$

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

- Help your child to remember that “tens times tens equals hundreds.” Have her make 10 groups of 10 objects (e.g., make 10 groups of 10 pennies or 10 groups of 10 mini marshmallows). Ask, “How many do you have?”
- Help your child remember the value of disks in a place value chart. Take turns drawing disks in a blank place value chart, and challenge each other to read the number in unit form while looking at the place value disks. For example, if you draw 2 disks in the hundreds column, 1 disk

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HOW YOU CAN HELP AT HOME
(CONTINUED)

in the tens column, and 3 disks in the ones column, your child would say, “2 hundreds, 1 ten, 3 ones.”

- Create a game to practice multiplication facts with your child. Each of you will need ten index cards or small pieces of paper. Number the cards so each of you has one card for each digit (0–9). Place the cards facedown in a pile. One player picks up two cards. The other player has to multiply the numbers shown on the two cards. Switch roles. See how many problems you can complete in one minute.

TERMS

Place value: The value of a given digit based on its position in a number. For example, the place value of the digit 2 in 235 is 200 (i.e., 2 hundreds).

MODELS

Area Model: A model used to help solve multiplication and division problems.

Place Value Chart

<table>
<thead>
<tr>
<th>millions</th>
<th>hundred thousands</th>
<th>ten thousands</th>
<th>thousands</th>
<th>hundreds</th>
<th>tens</th>
<th>ones</th>
</tr>
</thead>
</table>

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