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| **Place Value** | | **Geometry: Properties of Shapes** | |
| **Manipulatives and strategies** | | **Manipulatives and strategies** | |
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| **Vocabulary and meanings** | | **Vocabulary and meanings** | |
| Digit/numerals | A single number to represent values in mathematics | perpendicular | A straight line at an angle of 90 degrees. |
| zero | Holds a place in a number or represents nothing. |
| ones | 1-digit number = 1 - 9 |
| tens | 2-digit numbers = 10 - 99 | equi-distant | When two things are the same distance apart from a certain point. |
| hundreds | 3-digit numbers = 100 – 999 |
| polygon | A 2-D shape with sides that are straight and create a fully enclosed space. |
| value | How much each digit/numeral is representing. |
| exchange | Changing a larger value number into a smaller value number. For example, 1 ten = 10 ones so to change 1 ten to get 10 ones is exchanging |
| polyhedron | A 3-D shape with flat polygon faces, sharp corners and straight edges. |
| columns | Vertical lines to the left and right to separate number values. | face | Flat or curved surface on a 3D shape. |
| horizontal | A line that runs from side to side (left to right, or right to left). | edge | Where two faces meet. |
| vertical | A line that runs from top to bottom (straight down, or straight up). | vertex | A corner where edges meet. |