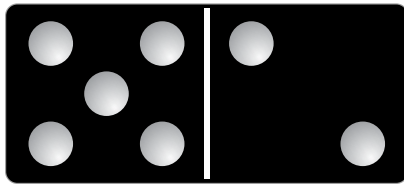


**add**



$$5 + 2 = 7$$

**addend**

$$5 + 6 = 11$$



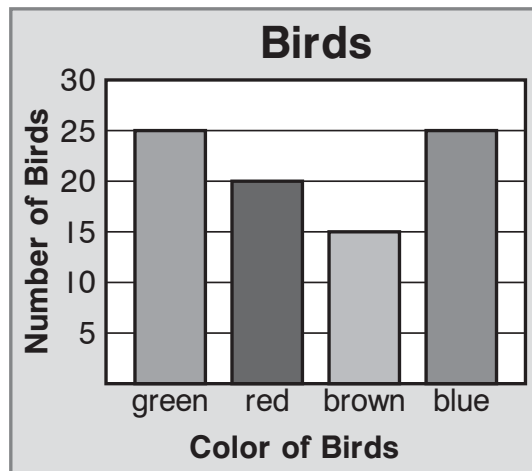
addends

**after**

**98, 99**

99 is after 98.

# bar graph

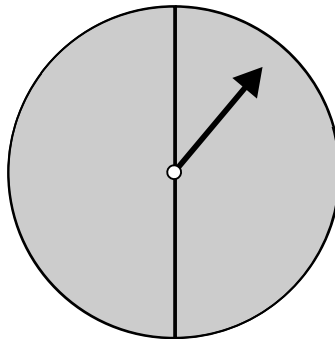


**before**

**31, 32**

31 is before 32.

# certain



It is certain the spinner will point to gray.

# data

## Favorite Snacks

cheese	
pretzels	<del>    </del>

5 choose pretzels.

3 choose cheese.

# difference

$$11 - 3 = 8$$

↑  
difference →

$$\begin{array}{r} 11 \\ - 3 \\ \hline 8 \end{array}$$

# doubles facts

Both addends are the same.

These are doubles facts.

$$4 + 4 = 8 \quad 5 + 5 = 10$$

$$6 + 6 = 12 \quad 8 + 8 = 16$$

# doubles-plus-one facts

These are doubles-plus-one facts.

$$4 + 5 = 9 \quad 5 + 4 = 9$$

$$5 + 6 = 11 \quad 6 + 5 = 11$$

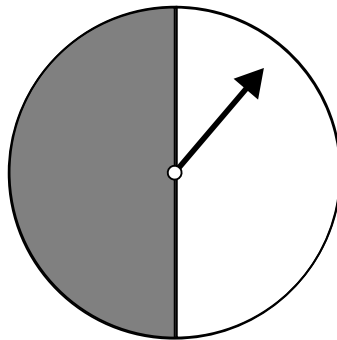
$$8 + 9 = 17 \quad 9 + 8 = 17$$

**equal sign**  
**(=)**

$$4 + 7 = 11$$

↑  
equal sign

# equally likely



The spinner is equally likely to land on white or gray.

# estimate

An estimate is an answer that is close to an exact amount.

$$\begin{array}{r} 28 \longrightarrow 30 \\ + 23 \longrightarrow + 20 \\ \hline \end{array} \quad \begin{array}{r} 50 \\ \hline \end{array} \text{ estimate}$$

# fact family

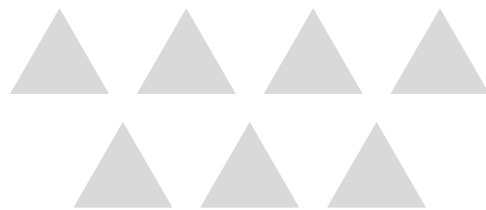
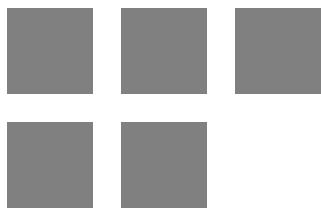
Workmat 3	
<b>Whole</b> 16	
<b>Part</b> 7	<b>Part</b> 9

$$\text{Whole} = 16$$

$$\text{Part} = 7$$

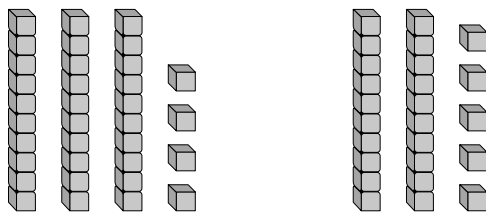
$$\text{Part} = 9$$

# fewer



There are fewer  than .

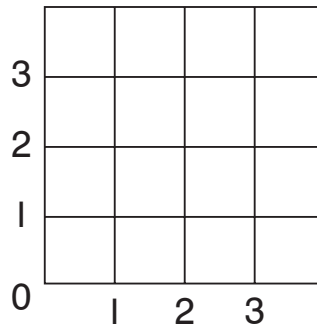
**greater than**  
**( > )**



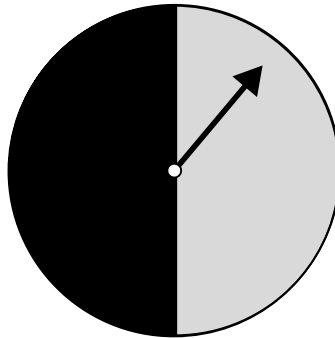
$$34 > 25$$

34 is greater than 25.

**grid**

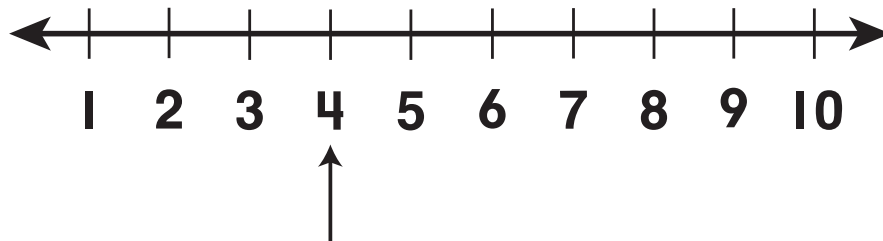


# impossible



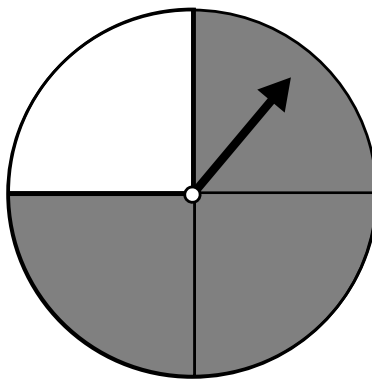
It is impossible that the spinner will point to white.

**less**



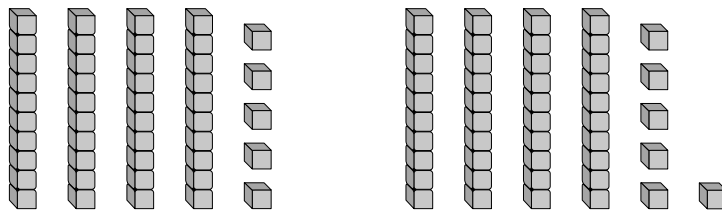
4 is one less than 5.

# less likely



The spinner is less likely to land on white.

**less than ( $<$ )**

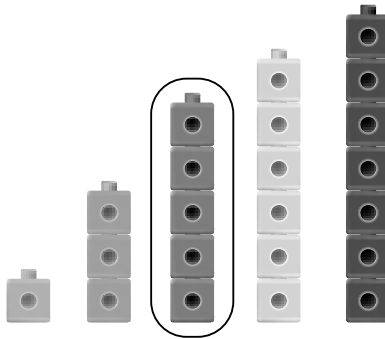


$$45 < 46$$

45 is less than 46.

# median

The middle number when numbers are arranged from least to greatest.



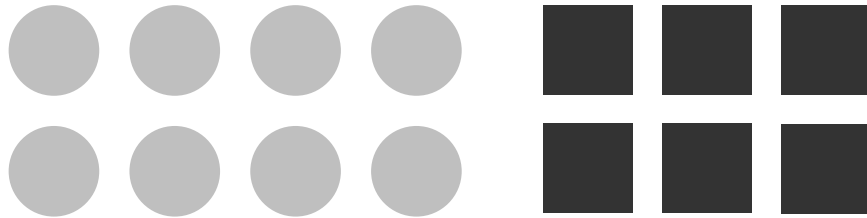
# mode

the number that appears most often in a set of data

**3 4 5 4 5 4 2**

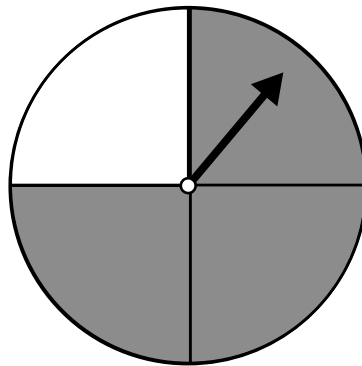
4 is the mode.

**more**



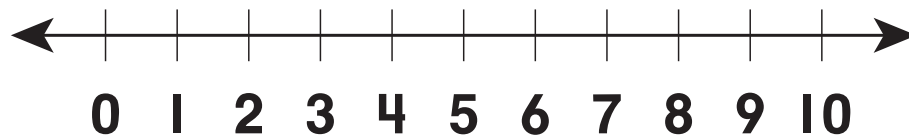
There are more  than .

**more likely**



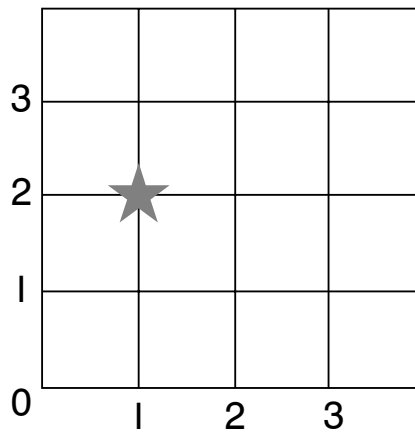
The spinner is more likely to land on gray.

# number line



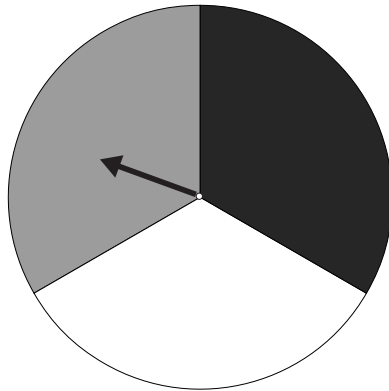
# ordered pair

An ordered pair names points on a grid.



The ★ is at (1, 2).

# outcome



When you spin the spinner, the outcome can be white, gray, or black.

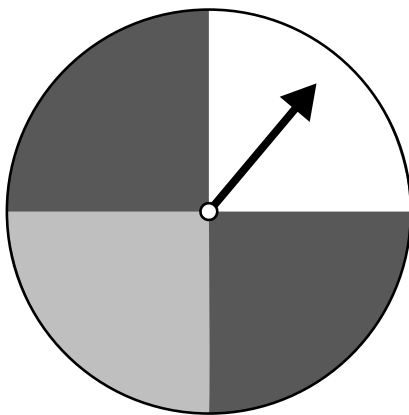
# pictograph

Playground Toys	
soccer ball	★ ★ ★
jump ropes	★
soft ball	★ ★

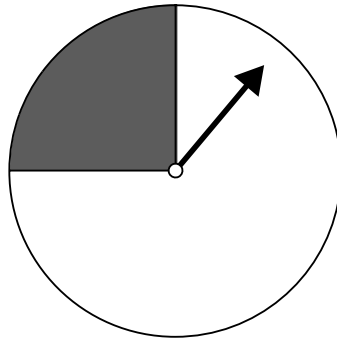
**Key: Each ★ stands for 5 toys.**

# predict

to tell what you think will happen



# probable



It is probable the spinner will point to white.

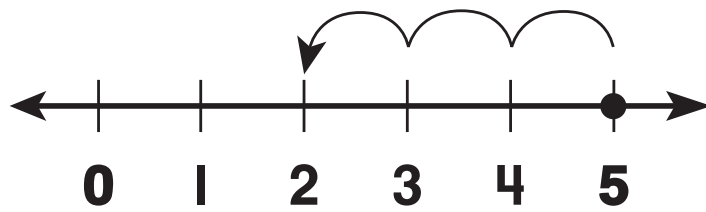
# range

the difference between the least  
and greatest number in a set of data

**1 4 3 1 3 2 5**

$$\begin{array}{ccccccc} \mathbf{5} & \mathbf{-} & \mathbf{1} & \mathbf{=} & \mathbf{4} & & \\ \uparrow & & \uparrow & & \uparrow & & \\ \text{greatest} & & \text{least} & & \text{range} & & \end{array}$$

# subtract



$$5 - 3 = 2$$

**sum**

$$4 + 3 = 7$$

↑

sum →

$$\begin{array}{r} 4 \\ + 3 \\ \hline 7 \end{array}$$

# survey

Ask a question of several people and record their answers.

**What sport do you like more?**

Soccer	
Baseball	

# symbol

## Playground Toys

soccer ball	★ ★ ★
jump ropes	★
soft ball	★ ★

**Key: Each ★ stands for 5 toys.**

The ★ is a symbol that represents 5 toys.

# tally marks



stands for 1.



stands for 5.