**![C:\Users\myuen\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\3FEEC28Y\MC910216404[1].png]()Addition Strategies**

1. **Count On**: Take the greater addend and count forward. Use this strategy when the addends are far apart.
2. **Doubles**: Sums are always even numbers when you count by two’s starting at two. Addends must be the same.
3. **Doubles +1**: Take the lesser addend, double it, and add one more. Use this strategy when the addends are only one apart.
4. **Doubles -1**: Take the greater addend, double it, and subtract one. Use this strategy when the addends are only one apart.
5. **Make a Ten**: Fill a ten frame with balls representing the greater addend. Draw balls on the outside to represent the lesser added. Fill the empty spaces in the ten frame to make 10. Then add 10 with the remaining balls on the outside.

**![C:\Users\myuen\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\3FEEC28Y\MC910216403[1].png]()Subtraction Strategies**

1. **Count Back**: Point to the minuend on the 100s chart. Hop back the subtrahend. Don’t count where you start.
2. **Think Addition to Subtract**: Use the addition facts you already know to solve related subtraction facts. If the addition and subtraction facts use the same numbers, then the addend of the addition fact will be the difference for the subtraction fact.
3. **Use Ten to Subtract**: Use this strategy when the subtrahend is 8 or 9. You will be counting up to the number you start with (minuend) by first counting up to 10. Fill a ten frame with balls showing the subtrahend. Then draw balls to add up to the minuend. The balls that you drew add up to the difference.
4. **Break Apart to Subtract**: This is a two-step process. You break apart a number to make a ten. In Step One, you subtract the balls in the second ten frame to get to a single ten frame or 10. In Step Two, you subtract the remainder of the original subtrahend. The remaining balls add up to the difference.