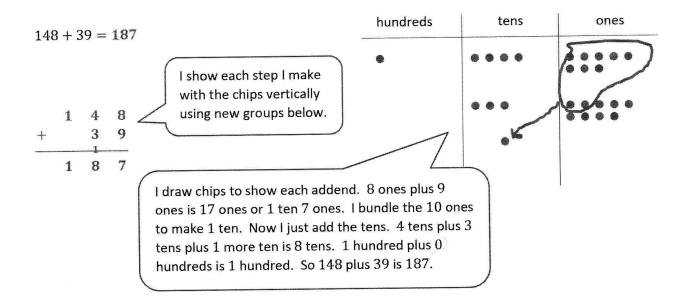
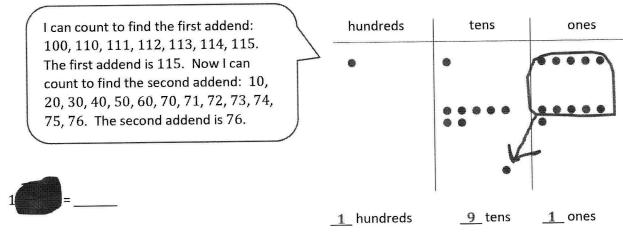
G2-M4-Lesson 10

1. Solve using the algorithm. Draw and bundle chips on the place value chart.



2. Frankie spilled ink on his paper. Can you figure out what problem he was given by looking at his work?



Use math drawings to represent the composition when adding a

two-digit to a three-digit addend.

