

**North Penn School District**  
**Elementary Math Parent Letter**

**Grade 3**

**Unit 3 – Chapter 4: Multiplication Facts and Strategies**

**Examples for each lesson:**

**Lesson 4.1**

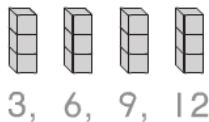
**Multiply with 2 and 4**

You can skip count to help you find a product.

Find the product.  $4 \times 3$

**Step 1** Use cubes to model 4 groups of 3.

**Step 2** Skip count by 3s four times to find how many in all.



4 groups of 3 is equal to 12.

So,  $4 \times 3 = 12$ .

More information on this strategy is available on Animated Math Model #14.

**Lesson 4.2**

**Multiply with 5 and 10**

You can use an array to multiply with 5.

Find the product.  $5 \times 4$

**Step 1** Make an array to show  $5 \times 4$ .  
Show 5 rows of 4 tiles.



**Step 2** Count the tiles.  
5 rows of 4 tiles = 20 tiles

So,  $5 \times 4 = 20$ .

You can use doubles to multiply with 10.

Find the product.  $6 \times 10$

Think:  $5 + 5 = 10$

Multiply with 5.

$$6 \times 5 = 30$$

Then double the product.

$$30 + 30 = 60$$

So,  $6 \times 10 = 60$ .

More information on this strategy is available on Animated Math Models #15, 16.

## Lesson 4.3

### Multiply with 3 and 6

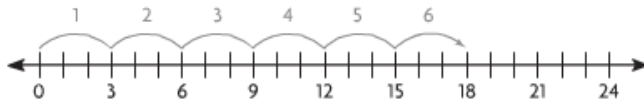
You can use a number line to multiply with 3 or 6.

Find the product.  $6 \times 3$

The factor 6 tells you to make **6 jumps**.

The factor 3 tells you each jump should be **3 spaces**.

**Step 1** Start at 0.  
Make 6 jumps of 3 spaces.



**Step 2** The number you land on is the product.

So,  $6 \times 3 = 18$ .

More information on this strategy is available on Animated Math Model #16.

## Lesson 4.4

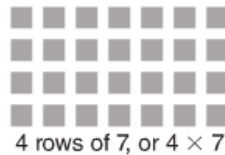
### Algebra • Distributive Property

A garden has 4 rows of 7 corn stalks. How many corn stalks in all are in the garden?

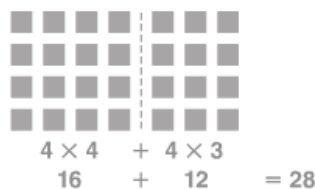
You can use the **Distributive Property** to break an array into smaller arrays to help you find the answer.

Find  $4 \times 7$ .

**Step 1** Make an array to show 4 rows of 7.



**Step 2** Break apart the array to make two smaller arrays for facts you know.



**Step 3** Write the multiplication for the new arrays. Multiply and then add the products to find the answer.

$$\begin{array}{r} 4 \times 7 = (4 \times 4) + (4 \times 3) \\ 4 \times 7 = 16 + 12 \\ 4 \times 7 = 28 \end{array}$$

So, there are 28 corn stalks in all in the garden.

More information on this strategy is available on Animated Math Model #17.

## Lesson 4.5

### Multiply with 7

Pablo is making gift bags for his party. He puts 7 pencils in each bag. How many pencils will he need for 3 gift bags?

**Find  $3 \times 7$ .**

You can use a number line to find the product.

**Step 1** Draw a number line.

**Step 2** Start at 0. Draw 3 jumps of 7.



$$3 \times 7 = 21$$

So, Pablo will need 21 pencils for 3 gift bags.

More information on this strategy is available on Animated Math Model #18.

## Lesson 4.6

### Algebra • Associative Property of Multiplication

You can use the **Associative Property of Multiplication** to multiply 3 factors. If you change the grouping of factors, the product remains the same.

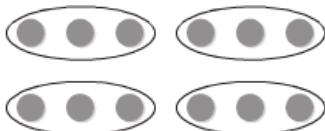
**Find  $4 \times (3 \times 1)$ .**

**Step 1** Start inside the parentheses. Make 3 groups of 1 counter.

$$(3 \times 1) \quad \bullet \quad \bullet \quad \bullet$$

**Step 2** Multiply by 4, the number outside the parentheses. Make 4 groups of the counters in Step 1.

$$4 \times (3 \times 1)$$



**Step 3** Count the total number of counters. 12 counters

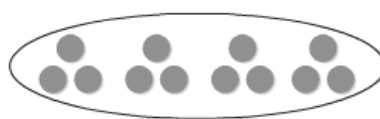
**Find  $(4 \times 3) \times 1$ .**

**Step 1** Start inside the parentheses. Make 4 groups of 3 counters.

$$(4 \times 3) \quad \begin{array}{cccc} \bullet & \bullet & \bullet & \bullet \\ \bullet & \bullet & \bullet & \bullet \\ \bullet & \bullet & \bullet & \bullet \\ \bullet & \bullet & \bullet & \bullet \end{array}$$

**Step 2** Multiply by 1, the number outside the parentheses. Make 1 group of the counters in Step 1.

$$(4 \times 3) \times 1$$



**Step 3** Count the total number of counters. 12 counters

So,  $4 \times (3 \times 1) = 12$  and  $(4 \times 3) \times 1 = 12$ .

## Lesson 4.7

### Algebra • Patterns on the Multiplication Table

You can use a multiplication table to explore number patterns.

**Step 1** Shade the columns for 5 and 10 on the multiplication table.

**Step 2** Look for patterns in the shaded numbers.

- The products in the 5s column end in 0 or 5.
- The products in the 5s column repeat—even, odd.
- All the products in the 10s column are even.

×	0	1	2	3	4	5	6	7	8	9	10
0	0	0	0	0	0	0	0	0	0	0	0
1	0	1	2	3	4	5	6	7	8	9	10
2	0	2	4	6	8	10	12	14	16	18	20
3	0	3	6	9	12	15	18	21	24	27	30
4	0	4	8	12	16	20	24	28	32	36	40
5	0	5	10	15	20	25	30	35	40	45	50
6	0	6	12	18	24	30	36	42	48	54	60
7	0	7	14	21	28	35	42	49	56	63	70
8	0	8	16	24	32	40	48	56	64	72	80
9	0	9	18	27	36	45	54	63	72	81	90
10	0	10	20	30	40	50	60	70	80	90	100

## Lesson 4.8

### Multiply with 8

You can break apart arrays to multiply with 8.

Candace works at a candle shop. She places candles in a box for display. The box has 7 rows of 8 candles. How many candles are in the box in all?

You can break apart an array to find  $7 \times 8$ .

**Step 1** Draw 7 rows of 8 squares.

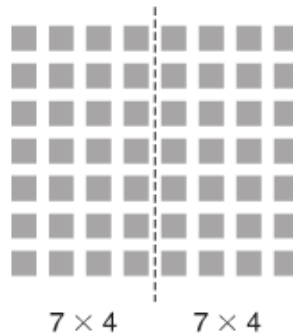
**Step 2** Draw a dashed line to break apart the array into two smaller arrays to show facts you know.

$$7 \times 8 = (7 \times 4) + (7 \times 4)$$

$$7 \times 8 = 28 + 28$$

$$7 \times 8 = 56$$

So, there are 56 candles in the box.



More information on this strategy is available on Animated Math Model #18.

## Lesson 4.9

### Multiply with 9

Ana goes to the pet store to buy a fish. The store has 3 fish tanks. Each tank has 9 fish. How many fish in all are in the tanks?

You can use counters to find the product.

Find  $3 \times 9$ .

**Step 1** Make 3 groups of 9 counters.



**Step 2** Skip count by 9s to find the total number of counters.

9, 18, 27 counters

$$3 \times 9 = 27$$

So, there are 27 fish in all in the tanks.

More information on this strategy is available on Animated Math Model #18.

## Lesson 4.10

### Problem Solving • Multiplication

Lucy's mother is making punch for the students. For each pitcher, she uses 1 can of fruit juice, 1 bottle of ginger ale, and 6 scoops of sherbet. How much of each ingredient will she need to make 5 pitchers of punch?

Read the Problem	Solve the Problem																								
<p><b>What do I need to find?</b></p> <p>I need to find how much of each ingredient Lucy's mother needs to make 5 pitchers of punch.</p>	First, make a table with the information.																								
<p><b>What information do I need to use?</b></p> <p>Lucy's mother uses <u>1</u> can of fruit juice, <u>1</u> bottle of ginger ale, and <u>6</u> scoops of sherbet for each pitcher.</p>	<table border="1"><tbody><tr><td>Number of Pitchers</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td></tr><tr><td>Cans of Fruit Juice</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td></tr><tr><td>Bottles of Ginger Ale</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td></tr><tr><td>Scoops of Sherbet</td><td>6</td><td>12</td><td>18</td><td>24</td><td>30</td></tr></tbody></table>	Number of Pitchers	1	2	3	4	5	Cans of Fruit Juice	1	2	3	4	5	Bottles of Ginger Ale	1	2	3	4	5	Scoops of Sherbet	6	12	18	24	30
Number of Pitchers	1	2	3	4	5																				
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Bottles of Ginger Ale	1	2	3	4	5																				
Scoops of Sherbet	6	12	18	24	30																				
<p><b>How will I use the information?</b></p> <p>I will make a <u>table</u> to show the total amounts of each ingredient Lucy's mother needs.</p>	<p>Next, look for information in the table that will help you solve the problem.</p> <p>Look for a pattern. The cans of fruit juice and the bottles of ginger ale increase by 1. The scoops of sherbet increase by 6. Complete the table.</p> <p>So, Lucy's mother will need 5 cans of fruit juice, 5 bottles of ginger ale, and 30 scoops of sherbet.</p>																								

## **Vocabulary**

**Associative Property of Multiplication** – the property that states that when the grouping of factors is changed, the product remains the same

**Distributive Property of Multiplication** – the property that states that multiplying a sum by a number is the same as multiplying each addend by the number and then adding the products

**Multiple** – the product of two counting numbers is called a multiple of each of those numbers

**Commutative Property of Multiplication** – the property that states that you can multiply two factors in any order and get the same product

**Counting number** – a whole number that can be used to count a set of objects (1, 2, 3, 4, ...)

**Identity Property of Multiplication** – the property that states that the product of any number and 1 is that number

**Zero Property of Multiplication** – the property that states that the product of zero and any number is zero