Unit **5**

Family Letter

Reveal MATH®

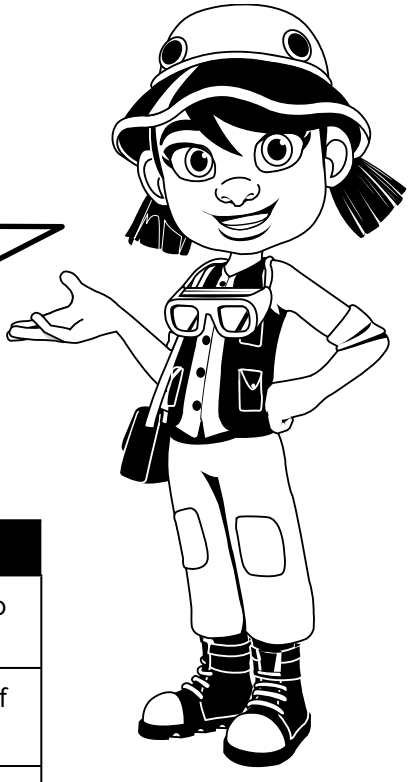
Dear Family,

In this Unit, Numbers and Number Patterns, your child will find factor pairs of whole numbers, identify numbers as prime or composite, and understand multiples of a number. He or she will also identify the rule of a pattern, generate new patterns and analyze pattern features.

STEM Career Kid for this Unit

Hi, I'm Maya

I want to be an geologist. I will use math in my job when I study earth's rocks and minerals. I'll show students how I will use the math of this unity in my work.



What math terms will your child use?

Term	Student Understanding
Factor pair	a set of two factors that are multiplied together to get a product
Prime number	a whole number with exactly two factors, 1 and itself
Composite number	a whole number that has more than 1 factor pair
Sequence	shapes or numbers that follow a repeated pattern
Pattern rule	the rule tells us how to find the next term in the sequence

Math @ Home Activity

What can your child do at home?

You can help your child practice finding factor pairs of a number. Use two playing cards to create a two digit number and then have your child list all of the factor pairs of that number.

What Will Students Learn in This Unit?

Finding the Factors of a Number

Your child will learn that he or she can use arrays or factor pairs to find the factors of a number. Your child will also learn that a composite number is a whole number that has more than two factors and a prime number is a whole number that has exactly two factors, 1 and itself.

Example:
The factor pair of 17 is 1 and 17. 17 is a prime number.
The factor pairs of 28 are 1 and 28, 2 and 14, and 4 and 7. 28 is a composite number.

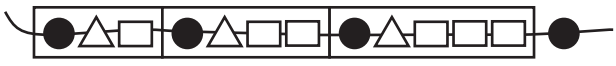
Finding the Multiples of a Number

Your child will learn that a multiple of a number is the product of that number and any whole number. For example, some multiples of 4 are 4, 8, 12, 16, and 20. Your child will also learn that he or she can make equal groups, make a table, or use an equation to find the multiples of a number.

Generate a Pattern

Your child will use a given rule to repeat a pattern or grow a pattern.

Example:



Analyze a Pattern

Your child will analyze a pattern to find features that are not stated in the pattern rule.

Example:

One feature not stated in the rule is that every other circle has a pattern. Another feature is that all odd numbered circles are solid.