



Family Letter for Unit 4

Dear Family,

During the next few weeks, our math class will be learning about integers, rational numbers, expressions, equations, and coordinate graphing.

You can expect to see work that provides practice in computing with integers. This will be followed with writing expressions and equations. Afterwards, we will use function tables to graph linear equations on a coordinate plane.

Vocabulary

absolute value The distance of a number from zero on a number line.

integers The set of numbers consisting of the set of counting numbers, their opposites, and zero.

expression Numbers and variables related by operation signs and grouping symbols.

equation A mathematical sentence with an equals sign.

Operations With Integers

Positive integers are whole numbers greater than zero. Negative integers are the opposites of positive integers. Zero is an integer that is neither positive nor negative.

Below are the rules for operations with integers.

Operation	Rule	Examples
Addition	The sum of a positive integer and a negative integer will have the same sign as the integer with the greater absolute value.	$7 + -9 = -2$
Subtraction	Subtracting an integer is the same as adding its opposite.	$-10 - 6 = -16$ $12 - -7 = 19$
Multiplication	The product of two integers with different signs is always negative.	$-6 \times 3 = -18$ $2 \times -4 = -8$
	The product of two integers with the same sign is always positive.	$4 \times 3 = 12$ $-8 \times -2 = 16$
	If one factor is zero, the product is zero.	$-5 \times 0 = 0$
Division	The quotient of two integers with the same sign is always positive.	$14 \div 2 = 7$ $-14 \div -2 = 7$
	The quotient of two integers with different signs is always negative.	$24 \div -6 = -4$ $-24 \div 6 = -4$

Winter weather around the world as well as scores of game like golf can provide an opportunity to discuss integers with your child.

Sincerely,



Technology

Check out *Education Place* at eduplace.com/kids/mw/ for e•Glossary, e•Word Games, test prep practice, and more.