

Math Module 4: Multiplication & Area

VOCABULARY

- Area (the amount of two-dimensional space in a bounded region)
- Area model (a model for multiplication that relates rectangular arrays to area)
- Square unit (a unit of area—specifically square centimeters, inches, feet, and meters)
- Tile (to cover a region without gaps or overlaps)
- Unit square (e.g., given a length unit, it is a 1 unit by 1 unit square)
- Whole number (an integer, a number without fractions)
- Array (a set of numbers or objects that follow a specific pattern, a matrix)
- Commutative Property (e.g., rotate a rectangular array 90 degrees to demonstrate that factors in a multiplication sentence can switch places)
- Distribute (e.g., $2 \times (3 + 4) = 2 \times 3 + 2 \times 4$)
- Geometric shape (a two-dimensional object with a specific outline or form)
- Length (the straight-line distance between two points)
- Multiplication (e.g., $5 \times 3 = 15$)
- Rows and columns (e.g., in reference to rectangular arrays)

VISUALS:

