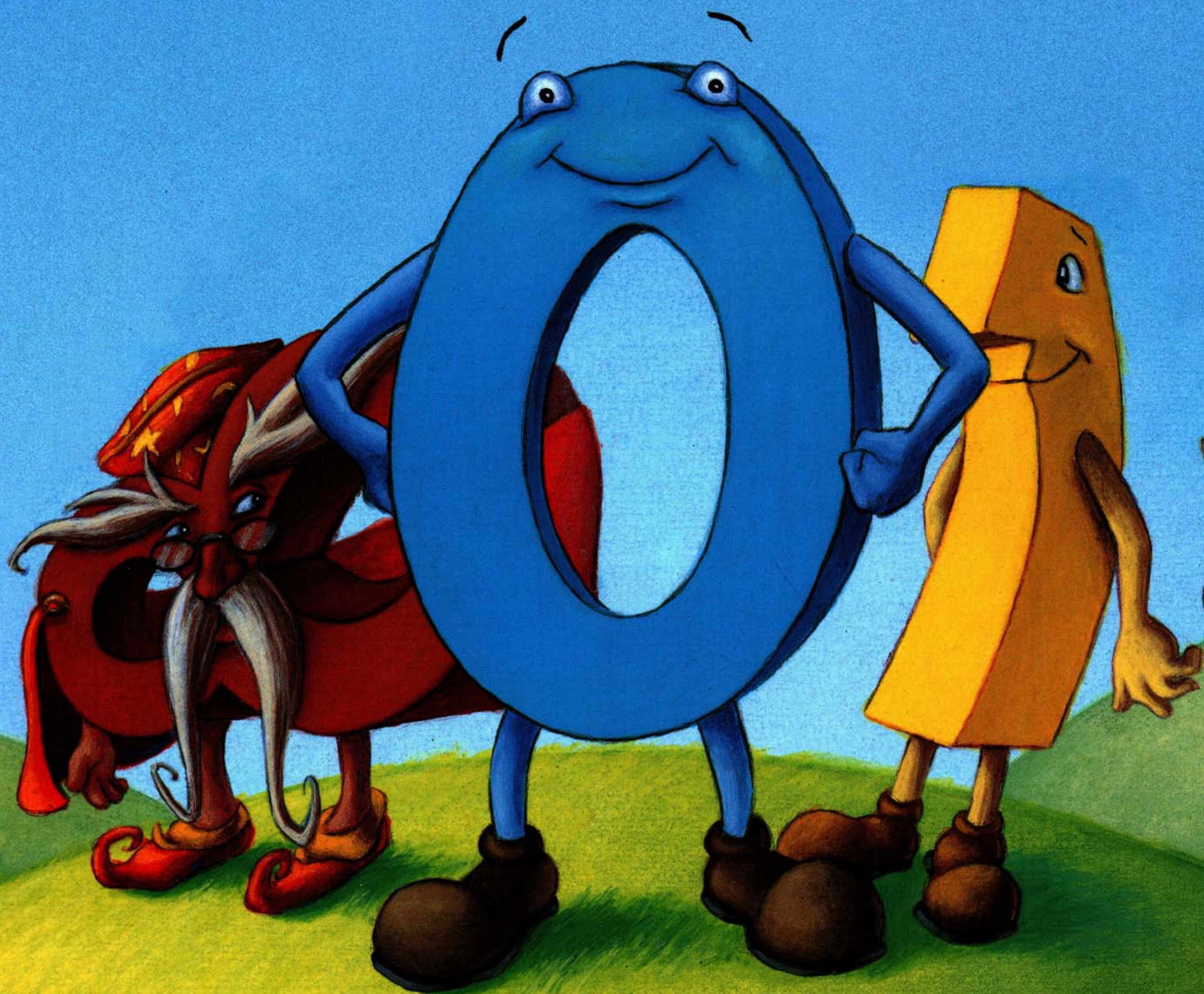


A Place for Zero

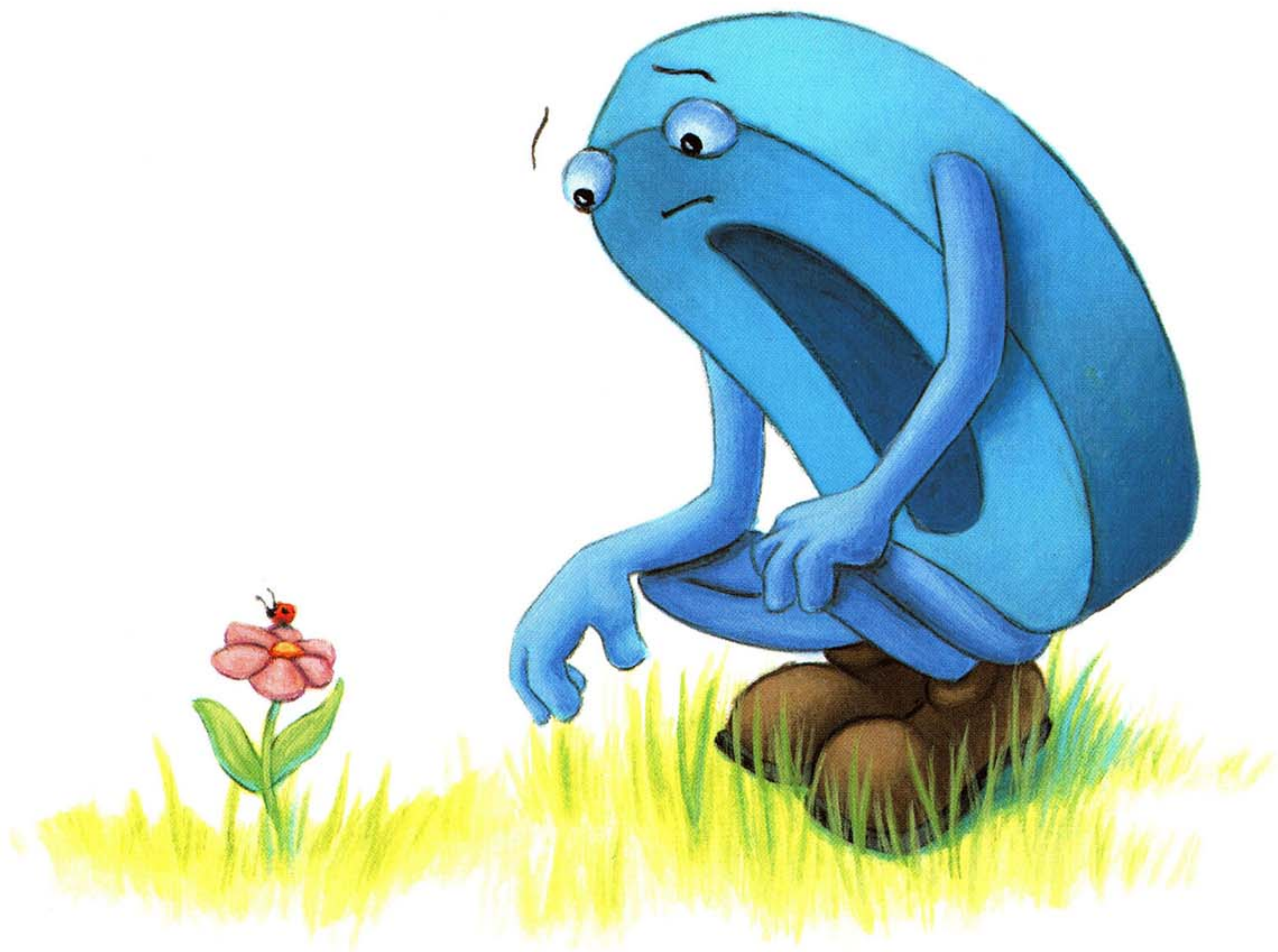
A Math Adventure



Angeline Sparagna LoPresti • Illustrated by Phyllis Hornung

A Place for Zero

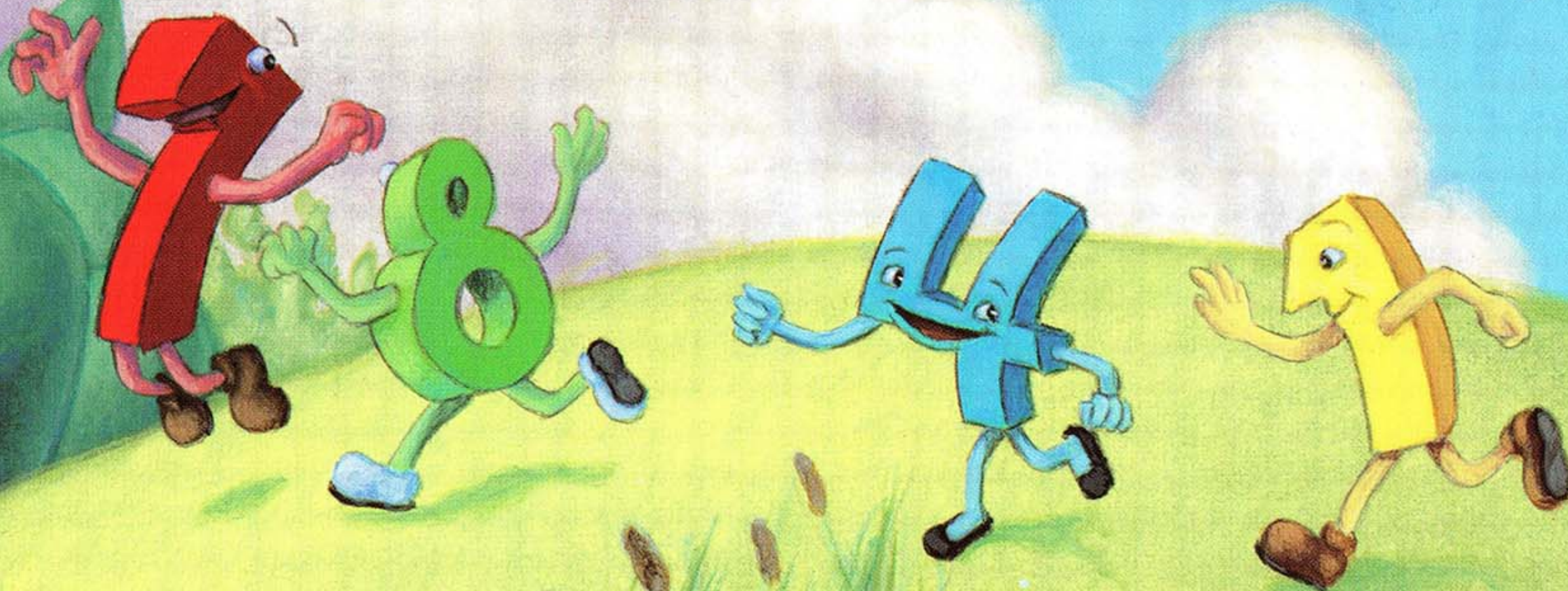
A Math Adventure



Angeline Sparagna LoPresti

Illustrated by Phyllis Hornung

 Charlesbridge



I dedicate this book to my husband Ernest, for being so supportive and helpful,
and to my parents Philip and Isabelle Sparagna. — A.S.L.

For Grandma Hornung and Grandma Kieckers. — P.H.

Charlesbridge wishes to thank Stephanie Lim for her editorial contribution.

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Summary: As Zero searches to find his place, he learns of his additive and multiplicative identities, and then he establishes place value.

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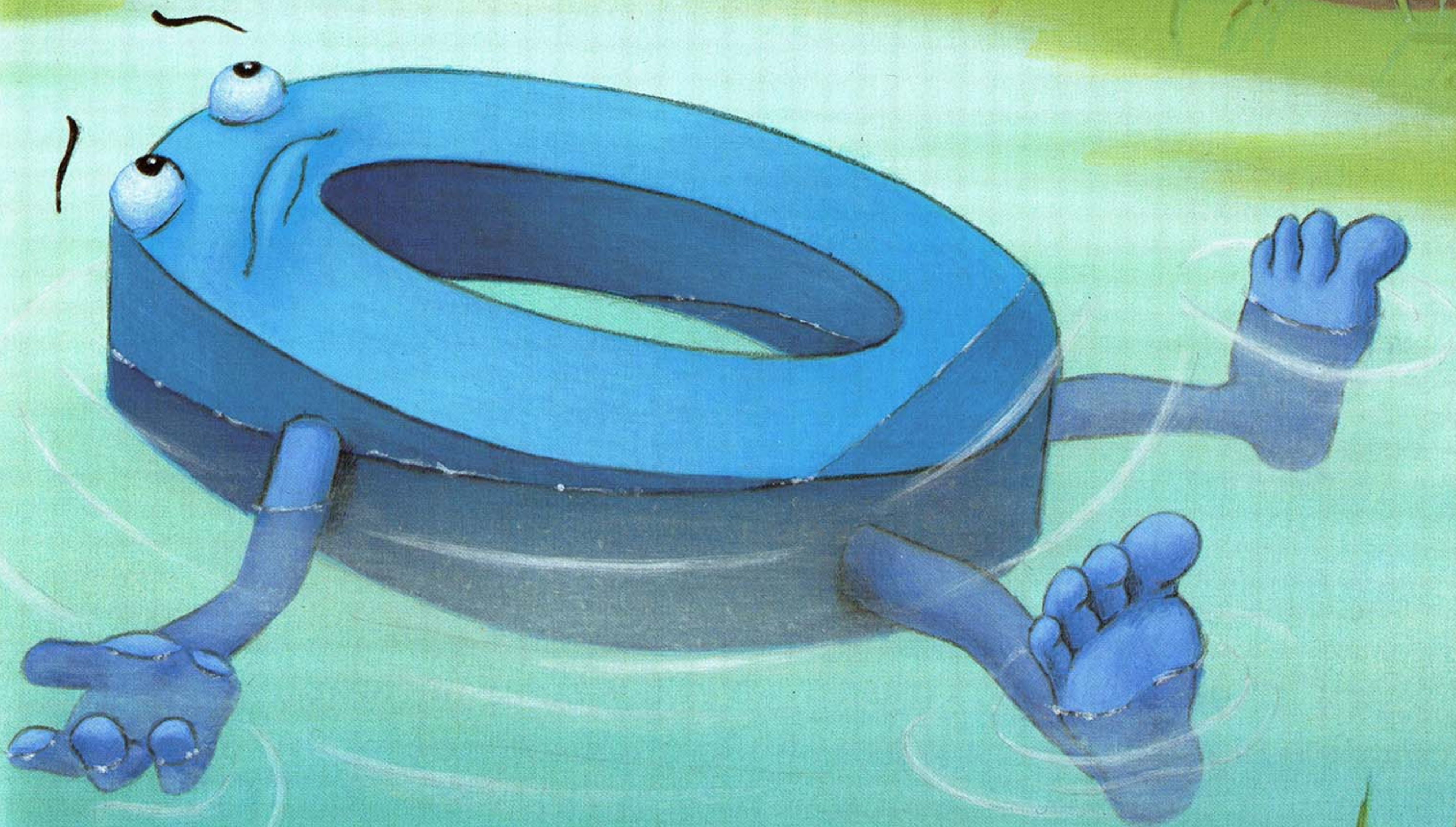
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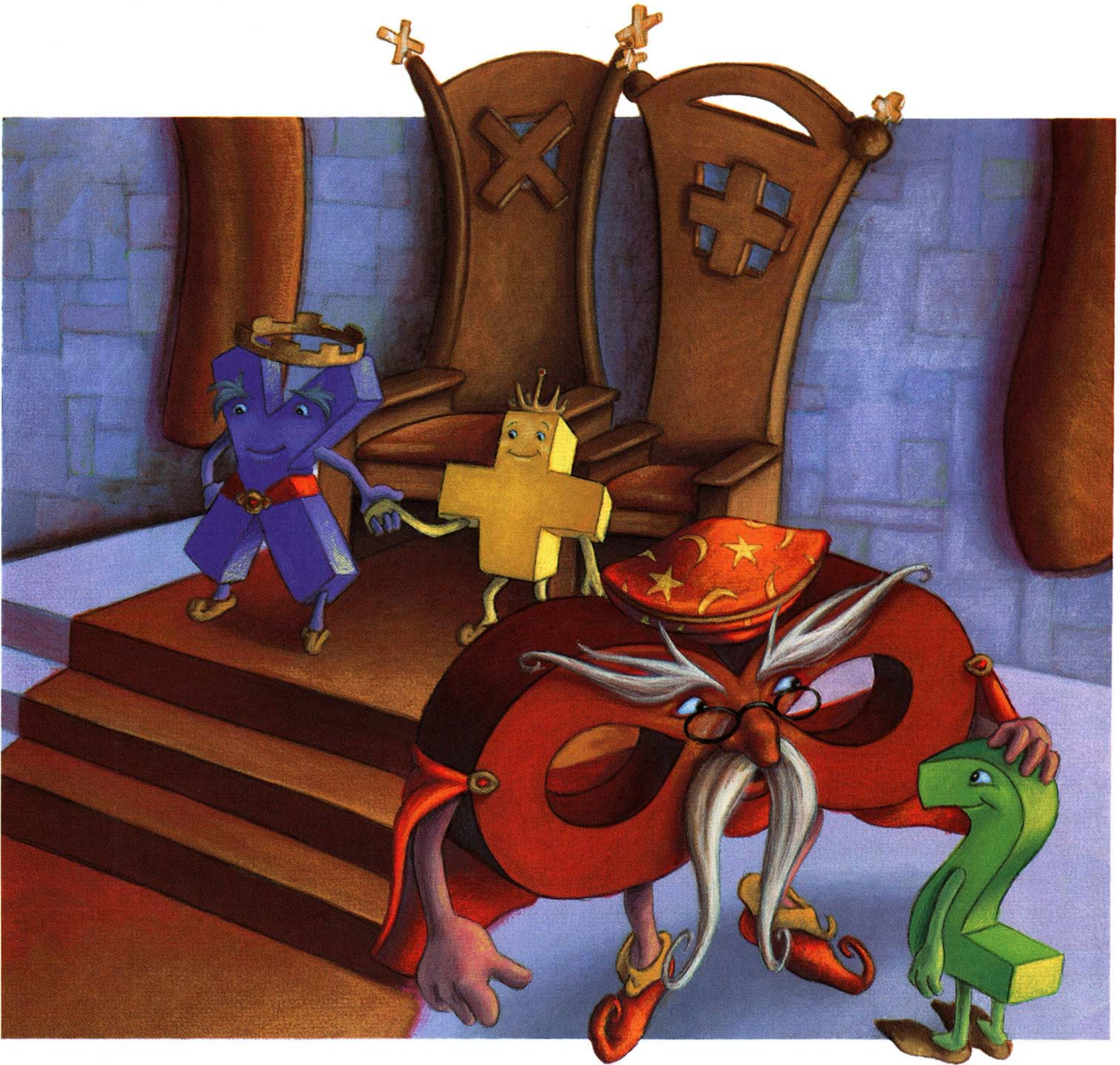
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Not long ago, Zero lay floating on the calm waters of Central Lake. He could hear the happy cries of the other numbers, 1 through 9, as they played in the meadow. Zero didn't play Addemup because he had nothing to add. He felt he had no place among the other digits.





Zero lived in Digitaria, a curious country ruled by King Multiplus and Queen Addeleine. Their positive outlook helped the kingdom prosper.

Count Infinity, the King's trusted advisor, was the one who shaped all the numbers. When old digits retired, he replaced them with shiny new numerals.

Every number knew its place. A 7 was the number of days in a week, and a 5 was the number of points on a star. A 2 was handy for counting the wheels on a bicycle.



The 1s were important because Count Infinity added them together to make the other numbers.

Every number had a place except Zero. Count Infinity had been experimenting when he formed the strange new digit. But Zero meant nothing, and no one was sure what his job would be. King Multiplus declared that no more zeros would be made until they found a purpose for this one.

Zero was alone.





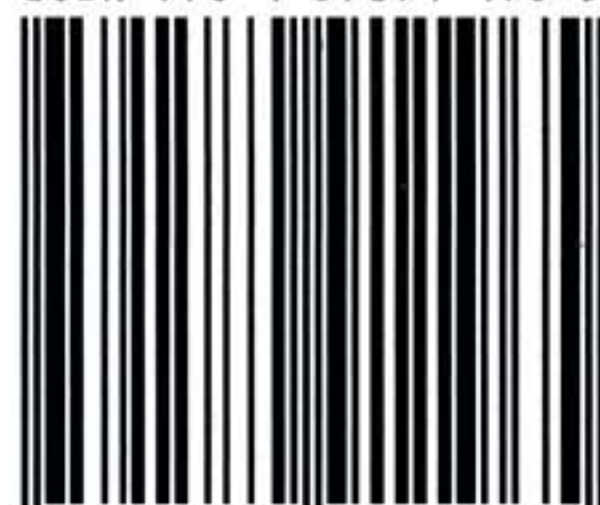
Sometimes you have to take risks to really count.

Zero is all alone in the land of Digitaria. He can't play Addemup with the other numbers, because he has nothing to add.

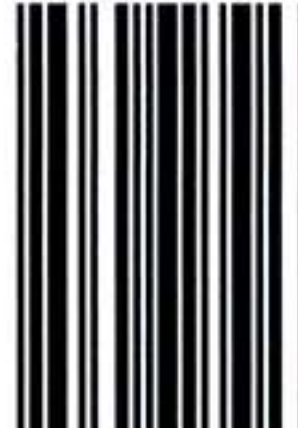
Join Zero as he goes on a journey to discover his place. His quest takes him from the mysterious workshop of Count Infinity to the palace of King Multiplus, where Zero meets a stranger who looks surprisingly familiar.

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