

Math Facts Activities

Required (Mon.-Thurs.):

You are required to practice math facts regularly at home to increase your fluency. As part of your math homework, **4 fluency timings** with an **addition or subtraction strategy** to practice will be sent home each week. With your timing in the plastic sheet protector (included in your blue folder), use a dry-erase marker to practice. When you're ready, have a parent time you while you complete all 20 problems with pencil (write directly on the paper this time). Work on 1 timing each day, Monday-Thursday. Record your time and score on the paper and turn in all 4 completed timings with your math homework at the end of the week. *[The target goal is to finish all 20 problems in 1 minute, with 90% accuracy (18 out of 20 problems correct).]*

Suggestions For Extra Practice:

1) FRONT ROW ED: go to <https://student.freckle.com/#login> and login with your first name, last name, and class code: **423neg**. Choose "Math" and "Fact Practice". This is a good alternative for students who do not like to be timed during fact practice. For extra practice in other math skills, choose "Math" (picture of a lion). Use the following calendar for a standard guide:

- August-September: Counting and Cardinality
- September-December: Operations and Algebraic Thinking
- January-February: Base 10
- March: Measurement and Data
- April: Geometry, Financial Literacy
- May: Review All

2) XTRA MATH: Practice math facts during one session of Xtra Math. <https://xtramath.org/>

Aiden	0001	Kapree	0014
Alexa	0002	Kennedy	0015
Alyk	0003	Kiomi	0016
Aubree	0004	Lalea	0017
Bailee	0005	Lukas	0018
Brielle	0006	Markus	0019
Brody	0007	Matthew	0020
Caden	0008	Noah	0021
Drew	0009	Simon	0022
Ella	0010	Sophia	0023
Eme	0011	Stephen	0024
Jaxson	0012	Tayci	0025
Julie	0013		

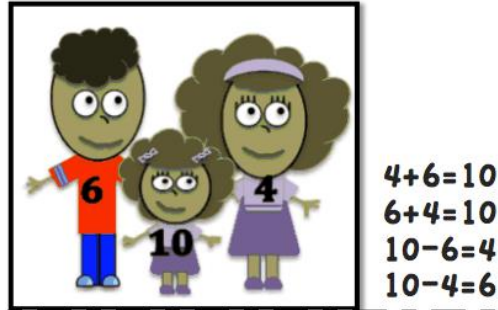
**A parent flyer (included in the blue homework folder) has easy login instructions for Reflex Math and enrollment information to quickly set up an account for XtraMath on your home computer or mobile device (app is free for Reflex Math).

3) FLASH MATH: Use a set of flash cards with ADDITION or SUBTRACTION facts. 1st graders need to **demonstrate fluency for addition and subtraction within 10**. You can often find flash cards at dollar stores, create them on index cards, or even create them at these sites:

http://www.math-aids.com/Flash_Cards/ -or- <http://www.kitzkikz.com/flashcards/>

4) FAMILY MATH: Write each of the number families for the number 10. Include addition and subtraction facts for each family. For instance, for the 4-6-10 family, you should write: $4+6=10$,

$6+4=10$, $10-6=4$, and $10-4=6$. The math families for 10 are: 1-9-10, 2-8-10, 3-7-10, 4-6-10, and 5-5-10. Below is a pictorial example of the 4-6-10 family, with 10 being the sum, and 4 & 6 being the addends.



5) MATH ATTACK: Write your ADDITION facts (ALL facts up to 12). You do not need to repeat facts as you move up the number list, for example you do not need to write $3+1=4$ if you already wrote $1+3=4$. You may use manipulatives (such as small candies, beans, pennies, etc.) to help you calculate the correct answers.

6) MATH REVIEW: Choose any 2-digit number less than 100 and write the numbers that are **one more, one less, 10 more, and 10 less** than that number. Do this for 6 different numbers and write them. Here's an example for the number 47:

47

one more: 48

one less: 46

10 more: 57

10 less: 37

7) TUG OF WAR: You will need 2 Players, 2 Dice (or Number Cards like UNO), a piece of paper, and a small object for a game piece.

Draw a simple game board on a piece of paper (see below). Place the game piece on "start". One player is trying to reach the 4 on the right side of "start" and the other player's objective is to reach the 4 on the left side of "start". Before playing, decide if you want to add or subtract, and decide if the winning roll is the highest or lowest sum (or difference). Players take turns rolling the die and adding (or subtracting) the numbers rolled. Whoever gets the highest (or lowest) sum (or difference), moves the marker in their designated direction. The marker will go back and forth until one of the players reach their 4 and is announced WINNER!

Tug of War



4 3 2 1 Start 1 2 3 4

8) GAMES: Play any games that involve Adding and Subtracting (see suggested games in blue folder).