

Concepts to Know

• When students are able to quickly and easily recall math facts, this allows them to focus on more advanced math topics without having to spend energy solving basic recall facts.

• Students with MD may require explicit instruction in learning math facts, and they should receive brief but daily or near daily opportunities to practice their math facts.

•When teaching math facts, it is beneficial to work on counting strategies, then reasoning strategies, and finally mastery practice.

Reasoning Strategies

Addition:

- One More and Two More Than (Count On); 3 + 1 = 4
- Adding Zero; 5+ 0 = 5
- Doubles; 6 +6 = 12
- Combinations of 10; 6 + 4 = 10
- Making 10; 6 + 8 = (4 + 2) + 8 = 4 + 10 = 14
- Using 5 as an anchor; 7 + 6 = (2 + 5) + (1 + 5) = 2 + 1 + 5 + 5 = 3 + 10 = 13
 Near Doubles; 4 + 4 = 8
 - 4 + 5 = 4 + 4 + 1 = 8 + 1 = 9

Subtraction:

- Think Addition; 13 8
 What plus 8 equals 13?
- Down under 10; 13 8

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(1) 13 - 10 = 3
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 $(2) \quad 10 - 8 = 2$

$$(3) \quad 3+2=5$$

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 Take from 10; 13 – 8
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- (1) 13 = 10 + 3
- $(2) \quad 10 8 = 2$
- $(3) \quad 3 + 2 = 5$

Ideas in Mathematics: Fluency Practice Fluency Practice Multiplication: Readiness Readiness Readiness Supporting

- Foundational Facts First; 2, 5, 10, 0, and 1
- Nines; 10 1
- Adding of Subtracting a Group; 6 x 4 = (5 x 4) + 4
- Doubling & Halving; $6 \times 8 = (3 \times 8) \times 2$
- Break Apart; 8 x 6 = (5 x 6) + (3 x 6)

Division:

- Think Multiplication; 36 ÷ 4 = □ is the same as 4 x □□ = 36
- Practice Near Division Facts; 50 ÷ 6

Strategies to Practice Fluency

• Cover, Copy, Compare

Students cover up the correct answer, write their answer, and then compare it to the correct answer

Taped Problems

Students must solve the problem within a set amount of time before the teacher or audio recorded tape reads the correct answer

Dice, Domino, or Card Games

Allow students to draw cards, roll a dice, or pick a domino and then add, subtract, multiply, or divide the numbers chosen

Use Technology

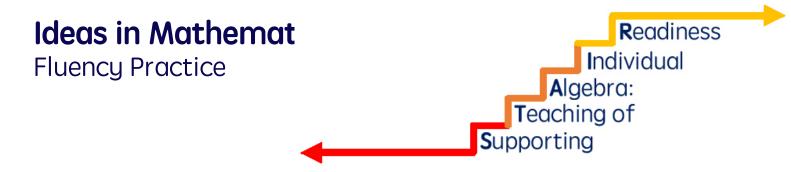
There are many games and apps that allow for fluency practice. For the best games, there should be a feature that corrects students when they make a mistake, and ideally the pro gram will track students' progress.

• Flash Cards

If students struggle with learning math facts, then create small sets of flashcards and only

Example Fluency Games Online

- <u>https://www.ixl.com/math;</u> comprehensive math practice with corrections data tracking
- <u>https://home.xtramath.org/</u>: progressive monitoring data and classroom tools are available
- <u>https://www.coolmathgames.com/0-sum-blocks;</u> addition sum blocks
- <u>https://www.coolmathgames.com/0-make-24;</u> addition, subtraction, multiplication, and division



Manipulatives

- <u>https://toytheater.com/dice/;</u> Virtual Dice
- <u>https://www.didax.com/apps/spinners/</u>: Spinner
- <u>https://www.didax.com/apps/spinners/</u>: Fact Flashcards