Fluency Practice Ideas

Kindergarteners- going into 1st Grade

Goals: Fluently add and subtract within 5, add and subtract within 10, count as many as 20 "items", count to 100 by 1's & 10's

- Give the child anything to count: cheerios, Barbie shoes, lego's,…; "show me 6 Skittles" "show me 9 cheerios"
- Roll a dice- child counts and then recognizes how many dots are showing on the dice
- Roll a dice- child counts the number and then lays out that many items
- War with cards: play with a partner- each person turns over a card- whoever has the greater number wins, tomorrow it might be whoever has the smaller number wins
- War with dice: roll a dice- larger number wins- or smaller wins. "5 is greater than 1" etc. More advanced students can roll 2 dice and add them- and play War with the sums.
- Dominos- practice counting the dots

Possible websites (free):

http://xtramath.org (use the beginning addition and subtraction setting)
https://www.zearn.org/k# (click on "Digital Activities)
https://www.prodigygame.com/
https://www.mathgames.com/grades/
https://www.mathplayground.com/
http://www.primarygames.com/math/grade/grade1-math-games.php

Possible websites (subscription required):
http://www.dreambox.com/at-home
https://www.ixl.com/math/

iPad Apps:

Tallytots
Subitize Tree
Motion Math: Hungry Guppy
Operations Math: Code Squad
Math vs. Zombies (easy setting)
Marble Math Junior
Mathtopia
Make 10 Plus
Animal Math Games for Kids
Bugs and Numbers
Montessori Numbers
Gracie and Friends: Birthday Cafe

Fluency Practice Ideas

1st Graders- going into 2nd Grade

Goals: Fluently add and subtract within 20, count to 120 (starting at any number)

- Roll a dice- child counts the number and then lays out that many items
- War with cards: play with a partner- each person turns over a card- whoever has the greater number wins, tomorrow it might be whoever has the smaller number wins
- War with dice: roll and add 2 dice- larger number wins- or smaller wins. "13 is greater than 9" etc. More advanced students roll 3 or more dice and add them- and play War with the sums.
- Dominos- practice adding the dots
- Roll a dice, add 10 to the roll (or whatever you wish to practice)
- Roll a dice, double whatever you roll
- Roll 2 dice- add the 2 together, or subtract the 2
- Play "Find another Name" ---Roll the dice and students give partners (or break aparts) to get that number i.e. I roll a 5, I give partners such as 3 + 2, my partner gives a different combination such as 4 +1. More advanced students could roll 2 dice and then give partners for the sum. (I roll 4 and 5: My sum is 9. I say 6 +3, my partner says 8 +1)
- Practice counting starting at random numbers under 100.
- The number is 10 (or 20, or 15) - Write down 10 different number sentences that equal the target number. Practice with picture representations. Do it with many different numbers. Encourage different solutions.
- Mystery number: Think of a number and describe it. I'm thinking of a number greater than- but less than, it's odd, . . .

Possible websites:
http://xtramath.org (use the beginning addition and subtraction setting)
https://www.zearn.org/curriculum#grade-1 (click on "Digital Activities)
https://www.prodigygame.com/
https://www.mathgames.com/grades/
https://www.mathplayground.com/
http://www.primarygames.com/math/grade/grade2-math-games.php
Possible websites (subscription required):
http://www.dreambox.com/at-home
https://www.ixl.com/math/

iPad apps:

Subitize Tree
Motion Math: Hungry Guppy
Math vs. Zombies (easy setting)
Gracie and Friends: Birthday Cafe
Bugs and Numbers
Make 10 Plus
Mathtopia
Marble Math Junior
Sushi monster
Bug and Numbers

Fluency Practice Ideas

2nd Graders- going into 3rd Grade

Goals: Fluently add and subtract within 20, add and subtract within 100, mentally add or subtract 10 or 100 to a given number, count by 5's, 10's, and 100's.

- Roll a dice, add 10 or random number to whatever they roll
- Roll a dice, double (or triple) whatever you roll
- Roll a dice, double + 1, or 2 or 3. Or triple and add 1.
- Roll 2 dice- add the 2 together, or subtract the 2 (Or roll more dice and add them together)
- Roll a dice and count by 2's, 3's, 4's, 5's – the number of times of the dice roll.
- Roll a dice (or 2-4 and add) tell how many more to get to the benchmark of number of 10, then 20, then 30, etc.
- Play "Find another Name" --Roll 2, 3, or 4 dice and add to get sum. Students give partners (or break aparts) to get that number i.e. I roll a 5, 3 and 4. My sum is 12. I give partners such as 9 + 3, my partner gives a different combination such as 6 + 6.
- Roll 2 dice give all 4 fact family problems (I give 2 addition, partner gives 2 subtraction than switch places and partner rolls and gives 2 addition)
- Practice Count by's: 2,4, 6, 8. . . or 5,10,15,. . .etc.
- Play War with either cards or dice – Roll 2 dice (or draw 2 cards) and add. Decide who wins that day, greater or less- children must justify their answer, 13 is greater than 9.
- The number is 10 (or 20, or 15) - Write down 10 different number sentences that equal 10. Do it with many different numbers. Encourage great thinking.
- Set card game

Possible websites:

https://www.xtramath.org/
https://www.zearn.org/curriculum#grade-2 (click on "Digital Activities)
https://www.prodigygame.com/
https://www.mathgames.com/grades/
www.bigbrainz.com (Timez Attack game)
www.mathplayground.com
http://www.primarygames.com/math/grade/grade2-math-games.php
http://www.dreambox.com/at-home

iPad apps:

Motion Math: Hungry Fish
Motion Math: Wings
Math vs. Zombies
Sushi Monster
Gracie and Friends Lemonade Stand
Make 10 Plus
Mathtopia
Marble Math Junior
Gracie and Friends Breakfast Time
Fingu

Fluency Practice Ideas

3rd Graders- going into 4th Grade

Goals: Maintain fluency of all multiplication and division facts and all addition and subtraction facts.

- Roll a dice, double it (or triple, or quadruple it)
- Roll a dice- add 10 (or 20, or 30 . . .) to whatever you roll
- Practice a specific set of facts by just multiplying whatever they roll by a certain number
- Practice partners to 100. 17's partner is 83, 42's partner is 58.
- Roll 2 dice and multiply them. Mentally figure out how many more to get to a benchmark number like 50 or 100.
- Roll 4 dice- add 2 of them and multiply it by the sum of the other 2, or roll 3 dice – add 2 of them and multiply that sum by the number on the other dice.
- Roll 2 dice give all 4 fact family problems (I give 2 addition, partner gives 2 subtraction than switch places and partner rolls and gives 2 addition, or practice multiplication and division)
- Play "Poison" Roll 6 dice- 1's and 6's are poison and are not counted. Add all the other dice together, roll all "unpoisoned" dice again and continue to get a cumulative sum. Continue rolling all dice until all dice have come up "poisoned". Highest cumulative score wins. (Great game for all grades – just use less or more dice)
- Play War by multiplying or adding 2 or 3 or 4 dice rolls or cards. Highest answer wins.
- Multiplication Snap: Roll 2 dice, or turn over 2 cards. First person to say product wins.
- Krypto card game
- Set card game
- Soma Cubes

Possible websites:

https://www.xtramath.org/
https://www.zearn.org/curriculum#grade-2 (click on "Digital Activities)
https://www.prodigygame.com/
https://www.mathgames.com/grades/
www.bigbrainz.com (Timez Attack game)
www.mathplayground.com
http://www.primarygames.com/math.php#
http://www.dreambox.com/at-home

iPad apps:

Motion Math: Hungry Fish
Motion Math HD
Operation Math Code Squad
Math vs. Zombies
Mathtopia
Motion Math Zoom
Motion Math Wings
Math Evolve
Chicken Coop Fractions

Fluency Practice Ideas

4th Graders- going into 5th Grade

Goals: Maintain fluency of all multiplication, division, addition and subtraction facts.

- Roll a dice- multiply by 10, 100, etc.
- Roll a dice- square the number or Practice a specific set of facts by just multiplying whatever they roll by a certain number
- Roll 2 dice- multiply them together and tell how many more to get to the benchmark of 50 or 100.
- Roll 4 dice- add 2 of them and multiply it by the sum of the other 2, or roll 3 dice – add 2 of them and multiply that sum by the number on the other dice.
- Roll 2 dice give all 4 fact family problems (practice multiplication and division)
- Multiplication Snap- 2 dice are rolled, or 2 cards turned over, 1st one to get the answer gets the point (more advanced students could make it 3 dice or cards)
- Play War by multiplying or adding 2 or 3 or 4 dice rolls or cards. Practice multiplying using partial products. i.e., 3 x 5 x 5 = 3 x 5 = 15 then 15 x 5 so 10 x 5 = 50 and 5 x 5 = 25 so 50 + 25 = 75.
- "A Round of Dice"- each player makes their own gameboard by writing numbers from 0 – 140. Counting by 10's. They roll 2 dice and multiply then round the product to the nearest 10. The first player to cross off all of their numbers is the winner. (If a number has already been crossed off- play just continues to the next player)
- Play Fractionator (War with fractions). Each player rolls 2 dice. To form fractions, put the lower numbers in the numerator and higher number in denominator. Decide if larger or smaller fraction wins. Student must vocalize answer. 3/4 is greater than 1/6..
- Krypto card game
- Set card game
- Soma Cubes

Possible websites:

https://www.xtramath.org/
https://www.zearn.org/curriculum#grade-2 (click on "Digital Activities)
https://www.prodigygame.com/
https://www.mathgames.com/grades/
www.bigbrainz.com (Timez Attack game)
www.mathplayground.com
http://www.primarygames.com/math.php#
http://www.dreambox.com/at-home

iPad apps:

Motion Math Zoom	**Mathtopia**	**Slice Fractions**
Motion Math HD	**Motion Math Wings**	**Slice Fractions 2**
Operation Math Code Squad	**Math Evolve**	
Math vs. Zombies	**Chicken Coop Fractions**	

Fluency Practice Ideas

5th Graders- going into 6th Grade

Goals: Maintain fluency of all multiplication, division, addition and subtraction facts.

- Roll a dice- multiply by 10, 100, etc.
- Roll a dice- square the number, or practice a specific set of facts by just multiplying whatever they roll by a certain number
- Roll 2 dice- multiply them together and tell how many more to get to the benchmark of 50 or 100.
- Roll 4 dice- add 2 of them and multiply it by the sum of the other 2, or roll 3 dice – add 2 of them and multiply that sum by the number on the other dice.
- Roll 2 dice give all 4 fact family problems (practice multiplication and division)
- Multiplication Snap- 2 dice are rolled, or 2 cards turned over, 1st one to get the answer gets the point (More advanced students could make it 3 dice or cards)
- Play War by multiplying or adding 2 or 3 or 4 dice rolls or card. Practice multiplying using partial products. i.e. 3 x 5 x 5 = 3 x 5 = 15 then 15 x 5 so 10 x 5 = 50 and 5 x 5 = 25 so 50 + 25 = 75.
- "A Round of Dice"- Each player makes their own gameboard by writing numbers from 0 – 140. Counting by 10's. They roll 2 dice and multiply then round the product to the nearest 10. The first player to cross off all of their numbers is the winner. (If a number has already been crossed off- play just continues to the next player)
- Play Fractionator (War with fractions). Each player rolls 2 dice. To form fractions, put the lower numbers in the numerator and higher number in denominator. Decide if larger or smaller fraction wins. Student must vocalize answer. 3/4 is greater than 1/6.
- Wrap-ups
- Card games: Krypto, Set
- Soma cubes
- Think Fun Games: Chocolate Fix, Rush Hour, and Cat Crimes

Possible websites:

https://www.xtramath.org/
https://www.zearn.org/curriculum#grade-2 (click on "Digital Activities)
https://www.prodigygame.com/
https://www.mathgames.com/grades/
www.bigbrainz.com (Timez Attack game)
www.mathplayground.com
http://www.primarygames.com/math.php#
http://www.dreambox.com/at-home

iPad apps:

Motion Math Zoom	**Mathtopia**	**Slice Fractions**
Motion Math HD	**Motion Math Wings**	**Slice Fractions 2**
Operation Math Code Squad	**Math Evolve**	**Thinking Blocks Ratios**
Math vs. Zombies	**Chicken Coop Fractions**	

Fluency Practice Ideas

6th Graders- going into 7th Grade

Goals: Maintain fluency of all multiplication, division, addition, and subtraction facts.

- Roll a dice- square the number, or practice a specific set of facts by just multiplying whatever they roll by a certain number
- Roll a dice- multiply them together and tell how many more to get to the benchmark of 50 or 100.
- Roll 2 dice give all 4 fact family problems (practice multiplication and division)
- Multiplication Snap- 2 dice are rolled, or 2 cards turned over, 1st one to get the answer gets the point (more advanced students could make it 3 dice or cards)
- Play War by multiplying or adding 2, 3 or 4 dice rolls or cards. Practice multiplying using partial products. i.e., 3 x 5 x 5 = 3 x 5 = 15 then 15 x 5 so 10 x 5 = 50 and 5 x 5 = 25 so 50 + 25 = 75.
- "A Round of Dice" Each player makes their own game board by writing numbers from 0 – 140. Counting by 10's. They roll 2 dice and multiply then round the product to the nearest 10. The first player to cross off all of their numbers is the winner. (If a number has already been crossed off- play just continues to the next player)
- Play Fractionator (War with fractions). Each player rolls 2 dice. To form fractions, put the lower numbers in the numerator and higher number in denominator. Decide if larger or smaller fraction wins. Student must vocalize answer. 3/4 is greater than 1/6.
- Wrap-ups
- Card games: Krypto and Set
- Soma cubes
- Think Fun Games: Chocolate Fix and Rush Hour

Possible websites:

https://www.xtramath.org/
https://www.zearn.org/curriculum#grade-2 (click on "Digital Activities)
https://www.prodigygame.com/
https://www.mathgames.com/grades/
www.bigbrainz.com (Timez Attack game)
www.mathplayground.com
http://www.primarygames.com/math.php#
http://www.dreambox.com/at-home

iPad apps:

Motion Math Zoom	**Mathtopia**	**Slice Fractions**
Motion Math HD	**Motion Math Wings**	**Slice Fractions 2**
Operation Math Code Squad	**Math Evolve**	**Thinking Blocks Ratios**
Math vs. Zombies	**Chicken Coop Fractions**	