Fact Fluency Strategies

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| Count OnStart with the bigger number and count on. 3 + 6 = ?6, 7, 8, 9 | Count BackStart with the bigger number and count backwards. 7 – 3 = 44, 5, 6, 7 |
| Make a TenUse numbers that make a group of ten to solve. Think: 4 plus what is 10?10 – 4 = 6 | Doubles Add a number to itselfThink: *Just double the number.*doubles plus oneAdd a number and its neighborThink: *Double one of the numbers and (add or subtract) one.*5 + 6 = 11**5 1** |

Fact Fluency Activities

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|  **Memory Partners to 10 (or 20)** Materials: Number cards·Put all cards face down. ·Students take turns flipping cards over to make partners to 10 (or 20).  |
|  **Missing Part (the forehead game)** Materials: Number cards·Partner A pulls a card and places on forehead without looking.·Partner B says how many more are needed to make 10 (12, 15, etc). ·Partner A must guess the number that is on their head.  |
|  **Race and Roll Addition** Materials: Dice·Partners start at 0.·Partners take turns rolling a die and then saying a number sentence by adding the number rolled to the total. ·Continue rolling and saying number sentences until you get to 20 without going over. ·Now start at 20 and subtract back to 0!  |
|  **Slam** Materials: number cardsLay out all the number cards, number side up. One person will be the teacher and the other two will be the slammers.  The teacher will call out a number 1-9. The two slammers must find the number partner that will make it add up to 10 (or 20). The first person who slams the correct number partner wins the round. The teacher will then call out another number and the slammers will try to find the number partner. Play for 5 rounds and then rotate a new person to be the teacher. |
|  **Go Fish** Materials: 10 frame or number cards·Each player gets 4 cards.·Partners are trying to make partners to 10.·Take turns asking their partner for a card to make 10. ·For example, if Partner A has a 6 they ask Partner B for a 4.  |