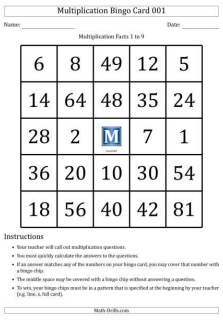
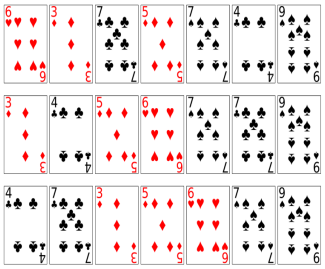
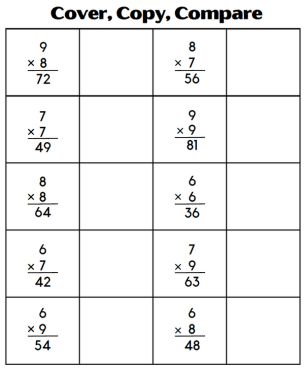
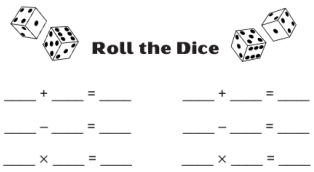
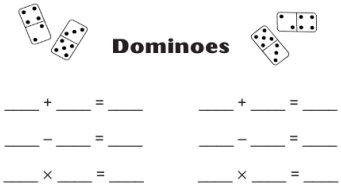
SPIRAL
Specialized Math Intervention to Reach All Learners

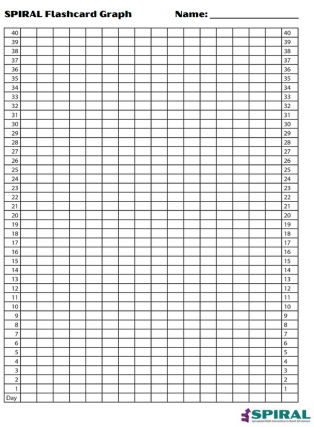
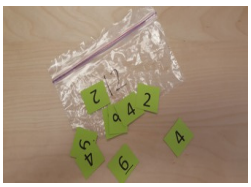
Math Fact Fluency Activities

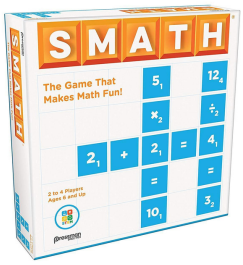
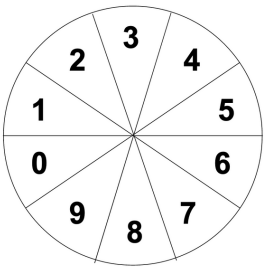
What are examples of fluency activities and games teachers can use to help students?

The table below provides examples of fluency-related games and activities that teachers can introduce to help students improve their fluency skills. During any fluency game or activity, students should practice small sets of facts that include known and unknown facts.

Activity	Instructions	Picture
BEACH BALL MATH *Group Activity* Scan for Video Demonstration	**Before** 1. Write sums, differences, products, or quotients on a beach ball. **During** 1. A student tosses the beach ball to another student. 2. The student has to add, subtract, multiply, or divide the two numbers closest to each thumb. 3. The student tosses the beach ball to another student.	 https://saddleupfor2ndgrade.com/beach-ball-ma/
BINGO *Group Activity* Scan for Video Demonstration	**Before** 1. Create bingo cards with sums, differences, products or quotients or facts. **During** 1. Read an addition, subtraction, multiplication, or division fact. 2. Students cover spaces with chips or counters to create a bingo pattern.	 Multiplication Bingo Card 001 Name: _____ Date: _____ Multiplication Facts: 1 to 9 6 8 49 12 5 14 64 48 35 24 28 2 M 7 1 36 20 10 30 54 18 56 40 42 81 Instructions • Your teacher will call out multiplication questions. • You must quickly calculate the answers to the questions. • If an answer matches any of the numbers on your bingo card, you may cover that number with a bingo chip. • The middle space may be covered with a bingo chip without answering a question. • To win, your bingo chips must be in a pattern that is specified at the beginning by your teacher (e.g. line, x, full card). Math Drills.com https://www.math-drills.com/multiplication/multiplcation_bingo_facts_1to9_001.php

CARDS *Group Activity* Scan for Video Demonstration	**Before** 1. Select numbered playing cards from a deck of cards. **During** 1. Divide the deck in half. 2. Students place the set of cards face down. 3. Each student flips over the top card. 4. The first student to add, subtract, or multiply the cards gets to keep both cards; the cards go back in the student's set. 5. Students continue until one student has all of the cards. This game is similar to War.	
COVER, COPY, COMPARE *Individual Activity* Scan for Video Demonstration	**Before** 1. Create a sheet with 10-12 answered problems and space to copy facts. **During** 1. Student reads the entire fact. 2. Student covers the fact. 3. Student rewrites the entire fact. 4. Student compares.	
DICE ROLL *Individual or Group Activity* Scan for Video Demonstration	**During** 1. Student rolls two die. 2. Student adds, subtracts, or multiplies. 3. Student writes facts.	
DOMINOES *Individual or Group Activity* Scan for Video Demonstration	**During** 1. Student selects a domino. 2. Student adds, subtracts, or multiplies. 3. Student writes the fact.	

FLASHCARDS WITH GRAPHING *Individual Activity* Scan for Video Demonstration	**During** 1. Student answers as many fact flashcards as he/she can in 2, 1-min trials. 2. Student graphs the highest score of day or week from the two trials. **Link to Purchase** https://www.amazon.com/m ath-flash-cards/s?k=math+flash+cards	
GRAB BAG *Individual or Group Activity* Scan for Video Demonstration	**Before** 1. Place digit cards (0-9) in a bag. **During** 1. Draw two cards from a bag. Add, subtract, or multiply the numbers.	
MAGIC SQUARES *Individual or Group Activity* Scan for Video Demonstration	**Before** 1. Create sets of magic squares. **During** 1. Place the sum or product in the bottom right corner. 2. In the bottom row, create a fact with a sum or product of the bottom right corner. 3. In the right column, create a fact with a sum or product of the bottom right corner. 4. Create two columns with a sum or product of the bottom number. 5. Create two rows with a sum or product of the right column number. 6. Write created facts.	**Magic Squares Board** 1. Place the sum or product in the bottom right corner. 2. In the bottom row, create a fact with a sum or product of the bottom right corner. 3. In the right column, create a fact with a sum or product of the bottom right corner. 4. Create two columns with a sum or product of the bottom number. 5. Create two rows with a sum or product of the right column number. 6. Write the created facts below. 

MOBI *Group Activity* Scan for Video Demonstration	**During** 1. Students begin with a specific number of blue tiles; the white tiles can be used at any time. 2. Students create a set of equations that build off of one another (each student makes his/her own set of equations). 3. Students draw more blue tiles after blue tiles are used; students rearrange and add to the equation set. This game is similar to Bananagrams.	
SMATH *Group Activity* Scan for Video Demonstration	**During** 1. Students begin with a specific number of tiles. 2. Students create equations that build off of one another. This game is similar to Scrabble.	
SPINNER *Individual or Group Activity* Scan for Video Demonstration	**Before** 1. Write in digits (0-9) on a spinner. **During** 1. Spin. 2. Add, subtract, or multiply the digits.	
TAPED PROBLEMS *Individual or Group Activity* Scan for Video Demonstration	**Before** 1. Create a worksheet with 15-25 facts. 2. Make a recording: -Say fact (e.g., "1 times 3 equals…"). -Pause for 1-5 seconds. -Say fact answer (e.g., "3"). **During** 1. Student listens to the recording. 2. Student writes the fact answer before the answer is stated on the recording.	**Taped Problems** 7 × 6 | 6 × 6 | 7 × 5 5 × 4 | 5 × 7 | 6 × 7 4 × 4 | 5 × 5 | 6 × 4 5 × 6 | 4 × 6 | 7 × 4 7 × 7 | 4 × 7 | 4 × 5

TECHNOLOGY-BASED GAMES *Individual Activity*	There are dozens of technology-based games and activities that help students practice fact fluency. When selecting a game, consider the following: 1. The technology tracks student progress and provides practice on facts the student needs to practice. 2. When the student makes an error, the technology provides some explanation of how to solve the problem correctly.	
WRAP UPS *Individual Activity* Scan for Video Demonstration	**During** 1. Student wraps the string behind the key and places it around the top left notch. 2. Student answers the fact by wrapping the string in front of the key and around to the answer notch. 3. Student brings the string around the back to the next left notch. 4. Student continues. 5. At the end, the student checks the facts by comparing the string to the raised pattern on back of the key.