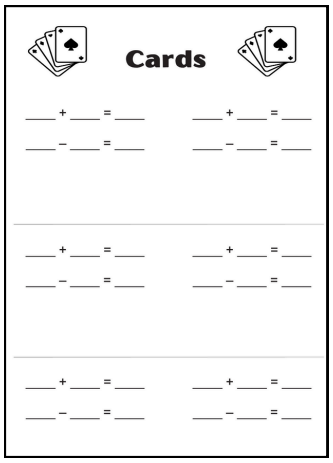
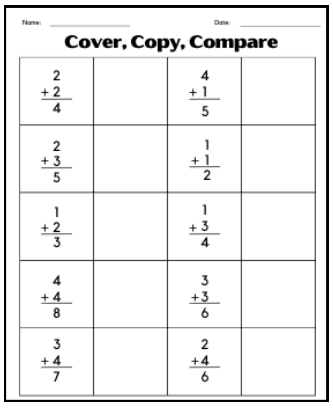
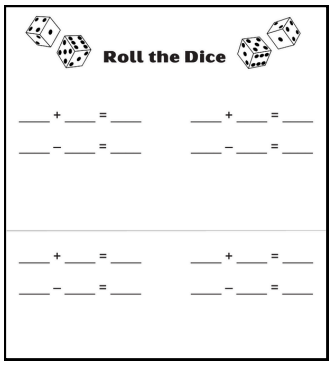
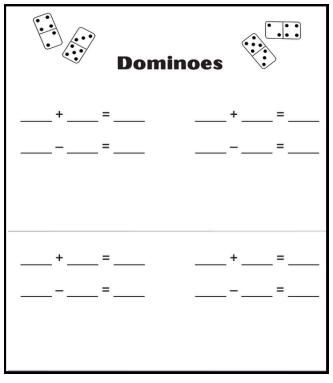
SPIRAL
Specialized Math Intervention to Reach All Learners

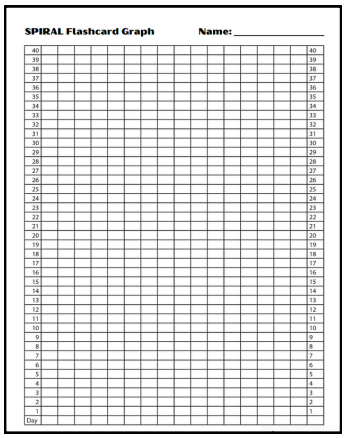
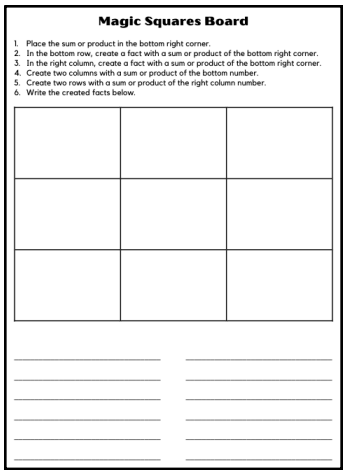
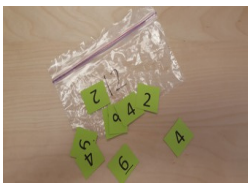
Math Fact Fluency Activities

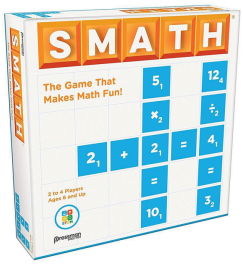
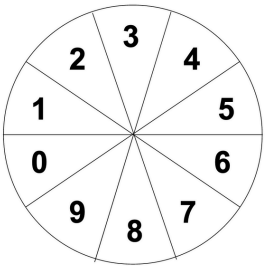
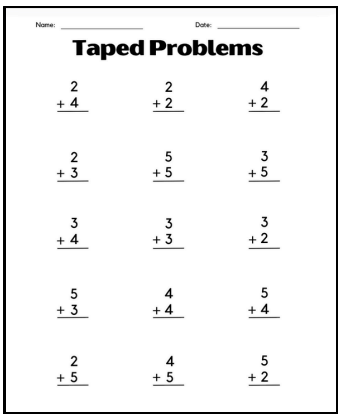
What are examples of fluency activities and games teachers can use to help students?

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 and differences on a beach ball. **During** 1. A student tosses the beach ball to another student. 2. The student adds or subtracts the two numbers closest to each thumb. 3. The student tosses the beach ball to the next student, who repeats the process.	 https://saddleupfor2ndgrade.com/beach-ball-ma/
BINGO *Group Activity* Scan for Video Demonstration	**Before** 1. Create bingo cards with sums or differences or facts. **During** 1. Read an addition or subtraction fact. 2. Students cover spaces with chips or counters to create a bingo pattern.	 Name: _____ Date: _____ **Math Bingo** Your teacher will call out a math problem. Quickly solve the problem. If you have the answer on your bingo card, cover it with a chip. The middle space is free! **The first person to finish the pattern your teacher decides wins!** (5 in a row, 4 corners, etc.) 1 5 0 7 9 6 3 1 3 6 8 9 FREE 5 10 2 4 7 2 4 10 7 3 5 1

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 set of cards face down. 3. Each student flips over the top card. 4. The first student to add or subtract 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. 6. Students write facts.	
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 or subtracts. 3. Student writes facts.	
DOMINOES *Individual or Group Activity* Scan for Video Demonstration	**During** 1. Student selects a domino. 2. Student adds or subtracts. 3. Student writes the fact.	

FLASHCARDS WITH GRAPHING *Individual Activity* Scan for Video Demonstration	**During** 1. Student answers as many fact flashcards as they 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. 2. Add or subtract the numbers. 3. Write facts.	
MAGIC SQUARES *Individual or Group Activity* Scan for Video Demonstration	**Before** 1. Create sets of magic squares. **During** 1. Place the sum in the bottom right corner. 2. In the bottom row, create a fact with a sum of the bottom right corner. 3. In the right column, create a fact with a sum of the bottom right corner. 4. Create two columns with a sum of the bottom number. 5. Create two rows with a sum of the right column number. 6. Write created facts on the lines below the board.	 

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 their 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 or subtract the digits. 3. Write the complete equation in a notebook.	
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 plus 3 equals..."). -Pause for 1-5 seconds. -Say fact sum or difference (e.g., "4"). **During** 1. Student listens to the recording. 2. Student writes the fact sum or difference before the answer is stated on the recording.	

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.