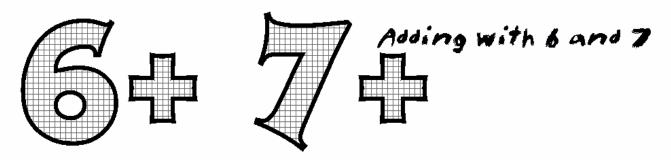
HIP, HIP, HOORAY FOR ADDITION



These pages will help you memorize your

JIX AND SEVEN-ADDITION FACTS

When you think you know the facts all by heart, go to your teacher and do the Final Test on the last page. If you get ALL right in 90 seconds, you will have

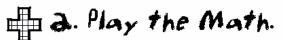
BEAT the 6+ and 7+ level

You'll get a certificate!

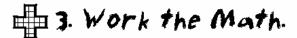
3 FTEPF TO MEMORIZE 6+, 7+ FACTF!

1. Flash the Math.

Reinforce your fact-memory with flash cards



Review the facts with a game



Master facts with timed drills

Note: If you memorized your 2+, 3+, 4+ & 5+ facts, you already know four 6+ and four 7+ facts:

1. 6+2=8 (2+6=8) 7+2=9 (2+7=9)

2. 6+3=9 (3+6=9) 7+3=10 (3+7=10)

3. 6+4=10 (4+6=10) 7+4=11 (4+7=11)

4. 6+5=11 (5+6=11) 7+5=12 (5+7=12)

You only have four more 6+ and four more 7+ facts to memorize!



Memorize, don't count!

1. Flash the Math. Flash CARDS

Cut out these cards along the **solid lines**. Fold along the **dotted lines** to make two-sided flash cards.

Color and decorate your flash cards.
Take your time, make them really fancy.
Think about the numbers as you color.
That will help you memorize the facts.

Q			\sim		memorize the facts.
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a. Play the Math. Game One

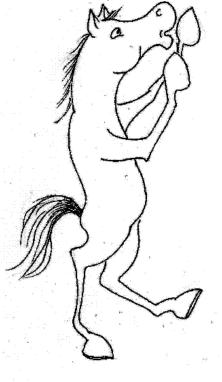
FLASHCARD "HORSE"

(OR "PIG")











FLASH CARD

"HORSE" OR "PIG"



DIRECTIONS:

For 2 or more players

Use ALL your flash cards 2+ to 7+

Sort the flash cards into 6 stacks by facts ... answer side down:

all 2+ all 3+ all 4+ all 5+ all 6+ all 7+ stack stack stack stack stack

First player chooses a card from any stack and tries to give the correct answer.

If the first player gives correct answer, the next player has to answer a math fact from the same stack (or next closest stack when one stack is used up).

If the second player gets that fact wrong that player gets a letter H (on next turns: O, then R, then S then E).

First player to spell out H,O,R,S,E loses.

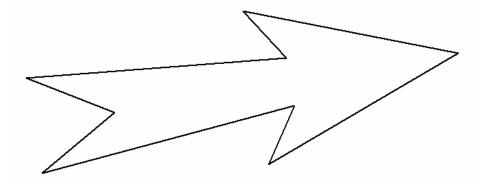




2. Play the Math. Game two

PLAY:

HIGH SCORE



For two or more players

HIGH SCORE

SCORE

DIRECTIONS:

Use all your flash cards (2+ to 7+).

Each player places his/her cards in a pile, answer side down.

Each player draws the top card from his/her pile, and tries to answer the math fact on the card.

The player with the flash card with the highest answer takes both cards.

Play until one person wins all the cards ... or until time runs out. Then the person with the most cards wins.

(Remember to get your own cards back after the game is done)

HIGH

SCORE

HIGH ZCOKE

X—Ray Vision

0

FOLD ALONG LINE

Fold this sheet neatly and evenly in half, with the printed side on the outside. Solve as many of the problems as you can in 90 seconds. When you are done, hold the folded paper - problem side facing you - up to the light. You will see the correct answers through the paper. Check your answers! If you have trouble seeing through the paper, press the two halves of the paper closer together.

7 14 9 14 10 15	15
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15 14 13 10 11 8 12

3. Work the Math.

1st 90 Seconds of Math

The next three pages have timed drills. Do these problems with a stop-watch. How many can you get right in 90 seconds? Try to beat your own score on each page.

HOLD UP to the Light to CHECK answers

3. Work the Math. 2nd sheet

Fold this sheet neatly and evenly in half, with the printed side on the outside. Solve as many of the problems as you can in **90 seconds**. When you are done, hold the folded paper - problem side facing you - up to the light. You will see the correct answers through the paper. **Check your answers!** If you have trouble seeing through the paper, press the two halves of the paper closer together.

14 11 13 11 17 10 8

13

16 15 14 11 12 9

3. Work the Math.

2nd 90 Seconds of Math Hold up to light to check answers

FOLD ALONG LINE

3. Work the Math. 3rd sheet

Fold this sheet neatly and evenly in half, with the printed side on the outside. Solve as many of the problems as you can in **90 seconds**. When you are done, hold the folded paper - problem side facing you - up to the light. You will see the correct answers through the paper. **Check your answers!** If you have trouble seeing through the paper, press the two halves of the paper closer together.

10

15 8 13 10 11 16

3. Work the Math.

3rd 90 Seconds of Math Hold up to light to check answers

FOLD ALONG LINE

3. Work the Math. Mastery Test

TO **BEAT** THE 6+ and 7+ LEVEL, take this final test with an adult. Have the adult correct the test and sign at the bottom if you get ALL problems right in 90 secs.

mastery D D over adding single digit numbers to 6 and 7 D the 4 and 7+ Level. This student has name of student

signed