

FOURTH GRADE SUMMER MATH

The Akiva math program is a balance of teaching conceptual understanding and procedural accuracy. Each grade level has certain concepts as well as procedures and math facts that they are responsible for teaching. Fourth graders should enter the class already knowing all of their addition and subtraction facts as well as all multiplication facts up to 10×10 , automatically. In fourth grade, they will learn multiplication facts up to 12×12 . It is vital that students know all the facts in order for them to be successful with the new concepts and procedures that they will learn next school year. Students do have a summer slide if they do not practice, so please encourage your child to practice math facts for a few minutes each day. The practice will definitely pay off!

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0x0	1x0	2x0	3x0	4x0	5x0	6x0	7x0	8x0	9x0	10x0
0x1	1x1	2x1	3x1	4x1	5x1	6x1	7x1	8x1	9x1	10x1
0x2	1x2	2x2	3x2	4x2	5x2	6x2	7x2	8x2	9x2	10x2
0x3	1x3	2x3	3x3	4x3	5x3	6x3	7x3	8x3	9x3	10x3
0x4	1x4	2x4	3x4	4x4	5x4	6x4	7x4	8x4	9x4	10x4
0x5	1x5	2x5	3x5	4x5	5x5	6x5	7x5	8x5	9x5	10x5
0x6	1x6	2x6	3x6	4x6	5x6	6x6	7x6	8x6	9x6	10x6
0x7	1x7	2x7	3x7	4x7	5x7	6x7	7x7	8x7	9x7	10x7
0x8	1x8	2x8	3x8	4x8	5x8	6x8	7x8	8x8	9x8	10x8
0x9	1x9	2x9	3x9	4x9	5x9	6x9	7x9	8x9	9x9	10x9
0x10	1x10	2x10	3x10	4x10	5x10	6x10	x7x10	8x10	9x10	10x10

Ways to Practice All of the Multiplication Facts up to 10.

- 1. Go to Tangmath.com
 - a. Click on Games
 - b. Play Kakooma <u>https://tangmath.com/kakooma</u>
 - c. Play Numskill <u>https://tangmath.com/numskill</u>
 - d. Play Missing (multiplication, student choice) <u>https://tangmath.com/missing</u>
 - e. Play Breakapart (multiplication- 10x) https://tangmath.com/breakapart
- 2. Use multiplication flashcards that you purchase or make, and run through them a few times a day.
- 3. Ask your child random math facts throughout the day
- 4. Play a multiplication card game: Get a deck of cards, deal them out. Each player flips over 2 at a time. Multiply the cards and the person with the greatest total, collects all of the cards. The winner is the player with the most cards at the end.