



SIXTH 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. **Sixth graders should enter the class already knowing all of their addition and subtraction facts as well as all multiplication facts up to 12 x 12, automatically.** In sixth grade, they will be **using** all of these facts as they learn how to calculate with fractions, long division, decimals, percentages and many other topics. It is vital that students know all of 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!

Ways to Practice All of the Multiplication Math Facts up to 12.

1 TIMES TABLE				
1	x	1	=	1
1	x	2	=	2
1	x	3	=	3
1	x	4	=	4
1	x	5	=	5
1	x	6	=	6
1	x	7	=	7
1	x	8	=	8
1	x	9	=	9
1	x	10	=	10
1	x	11	=	11
1	x	12	=	12

2 TIMES TABLE				
2	x	1	=	2
2	x	2	=	4
2	x	3	=	6
2	x	4	=	8
2	x	5	=	10
2	x	6	=	12
2	x	7	=	14
2	x	8	=	16
2	x	9	=	18
2	x	10	=	20
2	x	11	=	22
2	x	12	=	24

3 TIMES TABLE				
3	x	1	=	3
3	x	2	=	6
3	x	3	=	9
3	x	4	=	12
3	x	5	=	15
3	x	6	=	18
3	x	7	=	21
3	x	8	=	24
3	x	9	=	27
3	x	10	=	30
3	x	11	=	33
3	x	12	=	36

4 TIMES TABLE				
4	x	1	=	4
4	x	2	=	8
4	x	3	=	12
4	x	4	=	16
4	x	5	=	20
4	x	6	=	24
4	x	7	=	28
4	x	8	=	32
4	x	9	=	36
4	x	10	=	40
4	x	11	=	44
4	x	12	=	48

5 TIMES TABLE				
5	x	1	=	5
5	x	2	=	10
5	x	3	=	15
5	x	4	=	20
5	x	5	=	25
5	x	6	=	30
5	x	7	=	35
5	x	8	=	40
5	x	9	=	45
5	x	10	=	50
5	x	11	=	55
5	x	12	=	60

6 TIMES TABLE				
6	x	1	=	6
6	x	2	=	12
6	x	3	=	18
6	x	4	=	24
6	x	5	=	30
6	x	6	=	36
6	x	7	=	42
6	x	8	=	48
6	x	9	=	54
6	x	10	=	60
6	x	11	=	66
6	x	12	=	72

7 TIMES TABLE				
7	x	1	=	7
7	x	2	=	14
7	x	3	=	21
7	x	4	=	28
7	x	5	=	35
7	x	6	=	42
7	x	7	=	49
7	x	8	=	56
7	x	9	=	63
7	x	10	=	70
7	x	11	=	77
7	x	12	=	84

8 TIMES TABLE				
8	x	1	=	8
8	x	2	=	16
8	x	3	=	24
8	x	4	=	32
8	x	5	=	40
8	x	6	=	48
8	x	7	=	56
8	x	8	=	64
8	x	9	=	72
8	x	10	=	80
8	x	11	=	88
8	x	12	=	96

9 TIMES TABLE				
9	x	1	=	9
9	x	2	=	18
9	x	3	=	27
9	x	4	=	36
9	x	5	=	45
9	x	6	=	54
9	x	7	=	63
9	x	8	=	72
9	x	9	=	81
9	x	10	=	90
9	x	11	=	99
9	x	12	=	108

10 TIMES TABLE				
10	x	1	=	10
10	x	2	=	20
10	x	3	=	30
10	x	4	=	40
10	x	5	=	50
10	x	6	=	60
10	x	7	=	70
10	x	8	=	80
10	x	9	=	90
10	x	10	=	100
10	x	11	=	110
10	x	12	=	120

11 TIMES TABLE				
11	x	1	=	11
11	x	2	=	22
11	x	3	=	33
11	x	4	=	44
11	x	5	=	55
11	x	6	=	66
11	x	7	=	77
11	x	8	=	88
11	x	9	=	99
11	x	10	=	110
11	x	11	=	121
11	x	12	=	132

12 TIMES TABLE				
12	x	1	=	12
12	x	2	=	24
12	x	3	=	36
12	x	4	=	48
12	x	5	=	60
12	x	6	=	72
12	x	7	=	84
12	x	8	=	96
12	x	9	=	108
12	x	10	=	120
12	x	11	=	132
12	x	12	=	144

- Go to Tangmath.com
 - Click on Games
 - Play Kakooma <https://tangmath.com/kakooma>
 - Play Numskill <https://tangmath.com/numskill>
- Go to Mathplayground.com

- a. Play any of the 5th grade and 6th grade games
https://www.mathplayground.com/grade_5_games.html
https://www.mathplayground.com/grade_6_games.html
3. Use flashcards that you purchase or make, and run through them a few times a day. **Students will be tested on their multiplication facts through 12 during the first week of school.**
4. Ask your child random math facts during the day
5. Play a Multiplication Card Game: Get a deck of cards, deal them out. Each player flips over 2 at a time. Add 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.