

Description of the activity promoting mathematical fluency	Recommended grade level
<p>Line-ups:</p> <ol style="list-style-type: none"> 1. Teacher names a topic and gives students cards to use for lining up 2. Students solve the problems on the cards and line up in order of their answers 3. Students turn to a partner next to them in the line-up to discuss the questions 	K-12
<p>Inside-Outside Circle</p> <ol style="list-style-type: none"> 1. Students stand as a class in one large circle 2. Students form pairs. In each pair, one student steps to the inside of the circle facing his/her partner on the outside 3. Inside circle students ask a question, outside circle students answer. Inside students praise and/or coach 4. Partner switch roles 5. Partners trade question cards 6. Inside circle students rotate clockwise 	K-12
<p>Transform a worksheet into:</p> <ul style="list-style-type: none"> • Scavenger hunt • A single station • Crumple & Shoot • I Have, Who Has? 	<p>K-12</p> <p>K-12</p> <p>3-12</p> <p>K-12</p>
<p>Walk Talk and Work- another way to transform a worksheet</p> <ol style="list-style-type: none"> 1. Teacher creates questions from a worksheet- The problems are typed up in a larger font 2. Teacher places the papers around the room. 3. Students are paired up 4. Students walk from one station to another answering the problems. There is a signal for students to move to the next station 5. Students coach each other when solving the problems. 6. For students that finish early, there are game-type questions at the stations for them to work on. 7. Teacher monitors the room and makes formative assessments while students work 	K-12
<p>Flip Grid</p> <ol style="list-style-type: none"> 1. All students have a dry erase board 2. Teacher gives a problem to solve that is possible with different strategies 	

<ul style="list-style-type: none"> 3. Student solves problem and records their strategy on their one-minute video on the flip grid 4. Teacher plays classroom recorded videos for the class to view 5. Students can also add emojis to snapped picture of themselves at the end of the 60 second video 	
<p>Scoot around the room with tiered questions</p> <p>Broke up the pose the problems into cards and put them around the room, students traveled from one area to another and solved, this was after a pre- assessment to see who was ready to apply today's skill or standard (4th grade)</p>	k-5
<p>*Games build number sense</p> <p>Uno</p> <p>Yahtzee</p> <p>Connect Four</p> <p>Go Fish</p> <p>Farkle</p> <p>Playing Cards - addition/subtraction, multiplication</p> <p>Games with Dice</p> <p>Rumikub</p> <p>Zip Around</p> <p>But Who's Adding - EB</p> <p>Who's Multiplying - EB</p>	k-5
<p>Kahoot</p> <p>Quizlet</p> <p>Quizzess</p> <p>Pear deck - 'vocabulary factory'</p> <p>Math: 3 - Act</p> <p>Math Jeopardy</p>	<p>3-5 grades</p> <p>3-5 grades</p> <p>3-5 grades</p> <p>3-5 grades</p> <p>K-5 grades</p> <p>4-8 grades</p>
<p>Pear Deck with questions that promote fluency and discourse. I like when teachers ask students to interpret or analyze the results from a Pear Deck slide.</p>	3-5
<p>Clock Partners/Buddies- Students each have a clock graphic where they sign u for partners for each hour (12 different partners). Students use their clock partners to meet and practice fact fluency/ discuss their mathematical thinking, etc. Partners can be random or specifically assigned (high-low at 3:00).</p> <p>Clock partner template</p>	
<p>Coordinate Plane Dance- teacher puts grid on the floor using masking tape and labels each quadrant. Teacher gives student a quadrant and has them stand in the correct place. All students watch and help direct</p>	6-8

the student. (Teacher sang to the left to the left to the right to the right) at beginning of each student's task to help them remember to do the correct movement first. X axis)	
Bingo with facts,	
Counting on... adding 10 but starting at 3 or 6	1st
Speed dating	
Stay and Stray - students are in groups and solve a problem. One member stays in the group to explain it to the next group as the others move on. After each rotation a "new" person must stay to explain it to the next group.	K-12
NearPod - this is a program online that allows students to experience the world of Math in the Real World. Students have their own device and respond to the questions. Teacher controls the progression of the program. It can also be controlled by the student and placed in a center for students to practice concepts.	K-12
*Battleship- modified version to teach ordered pairs EB	3 - 5th
Math Baseball- <ol style="list-style-type: none"> 1. Divide the class into two teams. 2. The first team that is up to bat answers a question. 3. If they get it right, they advance a base. 4. If they get it wrong, it is counted as an out. 5. After three outs, the other team bats. 6. Each time a person reaches home base, their team receives a point. 	K-12
*Buzz - children stand in a circle, identify a counting pattern I use with multiplication . If the number identified is 4..it goes like this 1,2,3 buzz, 5,6,7,buzz, 9,10,11,buzz	3-5
Group Suit Activity: there are 4 different problems placed in an envelope of either a heart, spade, club and diamond. Each students solves their problem on their own page, but then each student places their final answer on the group's Suit Page. They then add all of their answers together to list out as final answer for teacher to grade.	K-12
Find Someone Who -This activity involves learners by asking them to try to find someone in the class knows certain information. It can be used to practice new vocabulary, to activate background knowledge, or to review math concepts.	
Pass the Problem- Teacher puts students in rows and hands the first	3-5

person in each row a problem. The student does one operation toward solving the problem and then passes the problem to the person behind them. As the problem gets to the last person they check the work and share out how the problem was solved.	