Mental Math and Computational Fluency



Deep Run Elementary



A Tale of a Dog & Two Bears



• Built on patterns and relationships, not rote procedures



• Built on patterns and relationships, not rote procedures



• Built on patterns and relationships, not rote procedures

$$3 + 4 + 7 \longrightarrow (3 + 7) = 10$$

$$10 + 4 = 14$$

$$23 + 17 \longrightarrow 3 + 7 = 10$$

$$10 + 10 + 20 = 40$$



• Built on patterns and relationships, not rote procedures

17 x 32 6.25 x 400 34 x 16 62.5 x 40 625 x 4 68 x 8 136 x 4 272 x 2

• Provides a way to evaluate answers for reasonableness



 $78 \times 59 = ?$ ↓ ↓ ≈ 80 ≈ 60 $78 \times 59 = ?$ ≈ 80 × 60 = 4,800 $78 \times 59 \approx 4,800$

• Reflects the kind of math adults do on a daily basis







• Can be "the easy way"



Doing Math the Easy Way?

Let's take a look at a couple problems:



- How would <u>you</u> solve these problems?
- How do you think <u>a child</u> would solve these problems?

Traditional Algorithm: The Easy Way?





Traditional Algorithm: The Easy Way?



Talking Numbers: Subtraction

3rd Grade- Math Number Talk

Jeremiah Curtin Leadership Academy

Talking Numbers: Division



Mental Math and Fluency Expectations

GRADE	END-OF-YEAR EXPECTATION	EXAMPLES		
K	fluently + and – within 5	4 + 1	5 – 2	3 + 2

Mental Math and Fluency Expectations

GRADE	END-OF-YEAR EXPECTATION	EXAMPLES	
К	fluently + and – within 5	4+1 5-2 3+2	
1	fluently + and – within 10	7-5 4+3 9-6	
	± 10 for any two-digit number	26 + 10 84 – 10	

GRADE	END-OF-YEAR EXPECTATION	EXAMPLES	
K	fluently + and – within 5	4+1 5-2 3+2	
1	fluently + and – within 10	7-5 4+3 9-6	
	± 10 for any two-digit number	26 + 10 84 - 10	
2	know from memory all sums of two one-digit addends	6+7 8+3 7+8 2+7 9+5 4+9	
	± 10 and ± 100 for any three-digit number	473 – 10 816 + 10 352 – 100 709 + 100	

Mental Math and Fluency Expectations

GRADE	END-OF-YEAR EXPECTATION	EXAMPLES	
К	fluently + and – within 5	4 + 1 5 - 2 3 + 2	
1	fluently + and – within 10	7-5 4+3 9-6	
	± 10 for any two-digit number	26 + 10 84 - 10	
2	know from memory all sums of two one-digit addends	6 + 7 8 + 3 7 + 8 2 + 7 9 + 5 4 + 9	
	± 10 and ± 100 for any three-digit number	473 – 10 816 + 10 352 – 100 709 + 100	
3	know from memory all products of one-digit factors	4 x 9 8 x 6 5 x 7 7 x 3 2 x 9 4 x 8	

Computation Expectations by Grade

GRADE	END-OF-YEAR EXPECTATION
K	 add and subtract within 10
1	 add and subtract within 20 add within 100 subtract two-digit multiples of 10
2	 add and subtract within 1,000
3	 add and subtract within 1,000 multiply two one-digit factors multiply one-digit factors by a multiple of 10
4	 add and subtract within 1,000,000 multiply: 1 by 4 and 2 by 2 divide: up 4 by 1
5	 multiply multi-digit numbers divide: up to 4 by 2 perform all operations on decimals

Working Together to Build Mathematical Thinkers

The school's role...

- offer rich, purposeful mathematical experiences
- provide number strategy instruction & practice

The families' role...

- ask your child to show you what he or she has learned
- look for ways to apply the learning in real-life situations

Our shared role...

- highlight and build on the students' strengths
- celebrate questions, mistakes, growth, effort, and struggle

Websites

http://gregtangmath.com/ games.html





http://www.topmarks.co.uk/ maths-games/hit-the-button

Greg Tang Books

K-2 Primary

- <u>Math-terpieces</u>
- Math Fables







3-5 Intermediate

- <u>Math Potatoes</u>
- The Best of Times

Greg Tang Books

Peruse the books.

Choose one for your family.



Fill out one of the book labels.

	This book belongs to	
the_	(family's last name)	family
ch	ildren in grade(s)	

Put it in the container.

