MATHFACTS IN A FLASH: USING PRACTICES AND TESTS

Students practice and test as they move toward mastery of a level in MathFacts in a Flash. Students must test to master a level, but they should not continually test without success. Practices help students build the accuracy and fluency they need to demonstrate mastery.

MathFacts in a Flash prompts students to practice a level if they fail to pass a baseline test. Practices in the MathFacts in a Flash software have a minimum of 20 problems. They are comprised of those missed on the baseline test, those identified as the most commonly difficult for the level, and any additional problems needed to meet the minimum number of problems. Student practice in the software is not timed. Students can also practice math facts with NEO 2s or Renaissance Responders, through Renaissance Home Connect, with flash cards and practice worksheets printed from the software, and with any supplemental materials that you have in your classroom. Students can choose to practice math facts in Spanish when logged in to Renaissance Place on a classroom computer or NEO 2, or through Renaissance Home Connect.

When logged in to Renaissance Place on a classroom computer, NEO 2, or Renaissance Responder, students can take tests in the MathFacts in a Flash software to master levels. When they complete a 40-item test with 100 percent accuracy within the time goal, they master a level. Two minutes is the default mastery time goal.

Students are continually presented with the option to practice or test as they work in MathFacts in a Flash. It is up to you and each student to establish a plan of how to use practices while working toward mastery. Some teachers provide a general guideline, such as getting 100 percent correct on a practice before taking a test. This puts accuracy before speed: in other words, students make sure they can answer the math facts correctly before attempting to answer them quickly. When students are ready to work on speed, they might move to a 40-item timed test. As students gain more experience with the software, they will get a better feel for switching between practicing and testing.