EXERCISE 1

Facts: Independent Practice

a. Open your workbook to Lesson 30. Find Part 1.

b. Touch the first problem. Read the problem and say the answer. (Signal.) *7 plus 3 equals 10.*

c. Touch the next problem. Read the problem and say the answer. (Signal.) *7 plus 1 equals 8.*

d. Touch the next problem. Read the problem and say the answer. (Signal.) *7 plus 5 equals 12.*

e. Touch the next problem. Read the problem and say the answer. (Signal.) *7 plus 4 equals 11.*

f. Touch the next problem. Read the problem and say the answer. (Signal.) *7 plus 2 equals 9.*

g. (Repeat steps b–f until firm.)

h. Write the answers to all of the problems in Part 1. You have one minute. Get ready. Go.

i. (After one minute, say:) Stop. Raise your hand if you worked all the problems. If you didn't finish, put an **X** next to each problem you didn't get to. (Pause.) Now work the rest of the problems.

j. Let's check your work. Read each problem and say the answer. Put an **X** next to each problem you got wrong.

k. First problem. (Signal.) *7 plus 3 equals 10.*

l. Next problem. (Signal.) *7 plus 1 equals 8.*

m. (Repeat step l for the rest of the problems in Part 1. See *Answer Key.*)

n. Raise your hand if you answered all the problems in one minute and didn't get any wrong. (Praise students.)

EXERCISE 2

Facts: Number Families in a Series

a. Find Part 2 on your worksheet.

b. In all these number families, the big number is not given. For each number family, say the fact that starts with 5.
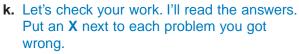
c.

g. Read item F. (Signal.) *One hundred seven.*

h. Read item G. (Signal.) *Two thousand three hundred sixty.*

i. (Call on individual students. Each student is to read all the numbers in Part 5.)

k. Let's check your work. I'll read the answers. Put an **X** next to each problem you got wrong.

l. Problem B. The answer is 19 things.

• Problem C. The answer is 54 games.

• Problem D. The answer is 117 times.

EXERCISE 9

Preparation for Mastery Test: Facts

a. When we do the next lesson, you're going to have a test on addition facts. Let's go over some facts together.

b. I'll say the problems and you give the answers. What does 4 plus 10 equal? Get ready. (Signal.) *14.*

c. (Repeat step b for the following problems:)

$$
\begin{array}{cccccc}
2 & 1 & 5 & 8 & 3 & 9 \\
+10 & +10 & +10 & +10 & +10 & +10
\end{array}
$$

$$
\begin{array}{cccccc}
6 & 7 & 5 & 5 & 5 & 5 \\
+10 & +10 & +7 & +9 & +8 & +6
\end{array}
$$

d. Remember those facts for the test.

EXERCISE 10

Workcheck

a. Now we're going to figure out the number of points you earned for this lesson.

b. Count the number of facts you got wrong in Parts 1, 2, and 4.

c. Find the beginning of your worksheet for Lesson 30.

d. If you got 0 or 1 wrong, you get 3 points. If you got 2 wrong, you get 1 point. If you got more than 2 wrong, you get 0 points.

e. Write the number of points you earned in the box labeled "Facts."

f. Now count the number of problems you got wrong in Parts 6 and 7.

g. Once again find the beginning of your worksheet for Lesson 30. You are going to write the number of points you earned in the box labeled "Problems."

h. If you got 0 wrong, you get 5 points. If you got 1 wrong, you get 3 points. If you got more than 1 wrong, you get 0 points.

i. Write the number of points you earned in the box labeled "Problems."

j. (If Fact Game bonus points are to be added to the "Bonus" box in this lesson, do not do steps k and l.)

k. Add up all of the points in the boxes and put the answer in the box labeled "Total." This is the number of points you earned for this lesson.

l. Turn to the Point Summary Charts on the inside back cover of your workbook. Find

the die or spin the spinner. The number that comes up tells which problem on the board that player must give the answer for. For example, if a 4 comes up on the spinner or die, you read problem 4, 4 plus 0, and then give the answer. What do you do if a 2 comes up? (Signal.) *Read problem 2 and give the answer.*

f. If the answer is correct, the judge draws one line on the sheet of paper.

g. If the answer is incorrect, the judge crosses out two lines. (Be aware that when the first turn is taken there will be no lines to cross out.)

h. How many lines does a judge draw for the correct answer? (Signal.) *One.*

• How many lines does a judge cross out for the wrong answer? (Signal.) *Two.*

i. Take turns answering the problems until I say "Stop." You will play for five minutes.

o. Judges, count the number of lines the team got and write the total at the top of the sheet of paper.

p. If your team got 30, 31, 32, 33, 34, 35, 36, 37, 38, or 39 lines, you get 1 point. If your team has 40 or more lines, you get 2 points. All judges get 2 points.

q. Write your points in the "Bonus" box at the beginning of your lesson for today. (Be aware that you might have already awarded some bonus points earlier in the lesson either for appropriate group behavior or for very good worksheet performance.)

r. Add up all of the points in the boxes and put the answer in the box labeled "Total." This is the number of points you earned for