Summer 2026

Dear Students (and Parents),

This summer, we are using the computer adaptive program, IXL, for our Summer Math Requirement. As a SFX student, you will review and practice important skills that you learned this year to ensure you don't experience "summer slide". When you come back in the fall, you will be able to engage in math at your new grade level with proficiency and confidence.

To access IXL: Please see the attached Clever Login Instructions.

Please note: All of the assignments are due on July 15th, 2026 at 8:00 am. A report will be run to determine your credit for the assignments. Additionally, within the first two weeks of school, you will be assessed on the skills practiced.

It is important that you do the work independently, without any help at home. If you are having difficulty with a concept, try using the IXL resources provided (hints, videos, steps), and if you are still stuck, you can try Khan Academy. Do your best to complete each assignment to proficiency (a SmartScore of 80 or higher) using the additional attempts provided.

Thank you for taking the time to review this information and for working with your parents to ensure your Summer Math Requirement is met for next year. Happy Summer!

Sincerely,
SFX Math Teaching Team

IXL Summer Math FAQ

Does it matter when I finish the work as long as it's during the summer and before school starts? The assignments must be completed by July 15th, 2026 at 8 am to get full credit.

What materials will I need to complete my summer math assignments? Other than an electronic device (i.e., phone, iPad, computer), you will need scratch paper or a whiteboard to work out the problems because some of the questions may be multi-step or require too much information to complete using mental math as your only strategy.

What should I do if I am working on an assigned skill and I don't understand it? IXL has built-in resources to help when you get stuck. Most skill practice has a hint available in addition to a video that explains the skill.

Do I have to get a certain score on the assignments?

Your goal is proficiency (a SmartScore of 80 or higher) for each assignment. If you struggle with a skill, we encourage you to use the help resources and then try the assignment again.

Is this assignment going to be graded?

You will receive two grades for your Summer Math Requirement. One for the completion of the assignments to a SmartScore of 80 or higher, and one for an assessment of the assigned work that will be given in the first two weeks of school.

How do I know how many assignments I will have in total?

On the page that follows, we have provided a list by grade level for the skills assigned so you can print them if you want and mark off the assignments as you complete them. You will have their work assigned to you in IXL as Suggested Skills. After you've completed the assignments in IXL, you will be able to choose any other skills if you want to do additional work (this is optional).

What should we do if we need assistance with IXL during the summer?

If you have questions about the assignments, please email Allison Johnson at allison.johnson@sfxphx.org, and we will try to help you. When emailing, please be sure to include your name and grade level. Since it is summer break, it may take us a couple of days to respond, so please be patient, and we'll do our best.

Junior High SFX Summer Math Requirement Assignments

RISING 6th GRADE SUMMER MATH	
Skill ID	**Skill Title**
Z5N	Evaluate numerical expressions
LMJ	Volume of rectangular prisms made of unit cubes I
VGM	Multiply unit fractions by whole numbers
PCF	Fractions review
D86	Relate division and fractions
74D	Unit fractions of a number
XHE	Add and subtract fractions with unlike denominators
8KV	Multiply two fractions
ZWQ	Division facts to 12
3L9	Divide whole numbers by unit fractions
LLJ	Multiply 2-digit numbers by 2-digit numbers
D2T	Divide 3-digit numbers by 2-digit numbers: no remainders
7N7	Divide 3-digit and 4-digit numbers by 2-digit numbers: no remainders
CTP	What decimal number is illustrated?
2T5	Value of a digit in a decimal number
BDX	Add decimal numbers
SC8	Subtract decimal numbers
PF8	Describe the coordinate plane
NTR	Objects on a coordinate plane

RISING 7th GRADE SUMMER MATH	
Skill ID	**Skill Title**
FW8	Checkpoint: Numerical expressions with exponents
6B2	Checkpoint: Factors and multiples
XMJ	Checkpoint: Operations with whole numbers and decimals
5M3	Checkpoint: Divide fractions
5T2	Checkpoint: Ratio concepts
KE2	Checkpoint: Unit rates
FP9	Checkpoint: Percents
DEJ	Checkpoint: Understand and solve equations
RTK	Checkpoint: Inequalities
NYC	Checkpoint: Solve one-step inequalities

RISING 7th GRADE ADVANCED SUMMER MATH	
Skill ID	**Skill Title**
GKU	Add and subtract rational numbers
2HT	Compare ratios: word problems
ZB9	Ratios and rates: word problems
ELY	Solve percent problems
2HH	Multiply using the distributive property
AGB	Write and graph inequalities: word problems
ZC6	Perimeter and area: changes in scale
FW8	Checkpoint: Numerical expressions with exponents
6B2	Checkpoint: Factors and multiples
XMJ	Checkpoint: Operations with whole numbers and decimals
5M3	Checkpoint: Divide fractions
5T2	Checkpoint: Ratio concepts
KE2	Checkpoint: Unit rates
FP9	Checkpoint: Percents
DEJ	Checkpoint: Understand and solve equations
RTK	Checkpoint: Inequalities
NYC	Checkpoint: Solve one-step inequalities

RISING 8th GRADE SUMMER MATH	
Skill ID	**Skill Title**
XDG	**Checkpoint**: Add and subtract rational numbers
PGR	**Checkpoint**: Multiply and divide rational numbers
AJ9	**Checkpoint**: Problem solving with rational numbers
DWZ	**Checkpoint**: Proportional relationships
CNF	**Checkpoint**: Unit rates, ratios, and percents
V96	**Checkpoint**: Solve two-step equations
CHR	Graph a line using slope
93T	Constant rate of change: tables
GP9	**Checkpoint**: Area, circumference, surface area, and volume
SJ9	**Checkpoint**: Scale drawings
7MB	Identify reflections, rotations, and translations
ZUF	Translations: graph the image

RISING 8th GRADE ALGEBRA SUMMER MATH	
Skill ID	**Skill Title**
XDG	**Checkpoint**: Add and subtract rational numbers
PGR	**Checkpoint**: Multiply and divide rational numbers
AJ9	**Checkpoint**: Problem solving with rational numbers
DWZ	**Checkpoint**: Proportional relationships
CNF	**Checkpoint**: Unit rates, ratios, and percents
V96	**Checkpoint**: Solve two-step equations
CHR	Graph a line using slope
93T	Constant rate of change: tables
GP9	**Checkpoint**: Area, circumference, surface area, and volume
SJ9	**Checkpoint**: Scale drawings
7MB	Identify reflections, rotations, and translations
ZUF	Translations: graph the image
GEJ	**Checkpoint**: Properties of exponents
UF5	**Checkpoint**: Square and cube roots
SJ9	**Checkpoint**: Scale drawings
K7A	**Checkpoint**: Sketch and describe graphs
LVF	Sequences: mixed review
MFL	**Checkpoint**: Systems of equations