

Summer 2024

Dear Students (and Parents),

This summer we are using the computer adaptive program, Freckle, for our Summer Math Requirement. As an 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 Freckle:

1. **USING CHROME BROWSER:** Go to student.freckle.com and enter your class code (see below) under "Student Log In". You will then be asked to provide your first (not nickname) and last name.

2. **USING AN IPAD:** Download the free app - freckle.com/app. Log in using your first and last name (no nicknames) and the class code (see below).

- Rising 4th Grade Class Code: trpzu9

Once you have logged in, click on the icon marked **K.Valladao** to go to the dashboard and click on the backpack/clipboard icon to see your assignments. Approximately half of your summer math work will be posted Friday, May 31st and the other half will be posted on Friday, June 7th. We are releasing the assignments in two batches because we want to remind you that distributed practice is better for the retention of skills. **Please note: All of the assignments are due on the first day of school, August 7th 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 Freckle resources provided (hints, videos, steps), and if you are still stuck you can try Khan Academy. Do your best to complete each assignment to mastery (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

Freckle 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 will be released in two batches - one will be released Friday, May 31st and the second will be released on Friday, June 7th. We highly recommend you complete a skill to mastery (80% or higher) before moving on to the next assignment. We also encourage you to spread out the work and not complete it all in the first days of summer because distributing the practice results in deeper learning. That said, as long as the assignments are completed to mastery (80% or higher) by August 7th at 8 am, you will 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? Freckle 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. If you use those resources and still feel stuck, search for the skill in Khan Academy and watch the video. If you are still stuck, do your best to complete the assignment and then move on to the next one.

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

Your goal should be mastery (80% or higher) for each assignment and if you miss the mark, 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 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 pages that follow, we have provided a list by grade level for the assignments by focus skill and standard so you can print them if you want and mark off the assignments as you complete them. After you've completed the assignments in Freckle, you will be able to choose Adaptive Practice or Fact Practice if you want to do additional work (this is optional).

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

If you have technical questions, contact Freckle at 1-800-338-4204 or support@renaissance.com. If you have questions about the assignments, please email kathy.valladao@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.

SFX Summer Math Requirement Assignments

Rising 4th Grade

	STANDARD	FOCUS SKILL
1	3.OA.1-Basic Multiplication	Interpret a multiplication fact as the sum of equal groups.
2	3.OA.2-Basic Division	Interpret the whole-number quotient of a division fact as a partitioning into equal shares.
3	3.OA.3-Multiplication/Division Within 100	Solve a problem within 100 involving equal groups.
4	3.OA.4-Unknowns in Multiplication/Division	Determine the unknown in a multiplication equation.
5	3.OA.4-Unknowns in Multiplication/Division	Determine the unknown in a division equation.
6	3.OA.5-Multiplication Properties	Multiply whole numbers within 100 using strategies based on properties of operations.
7	3.OA.7-Advanced Multiplication Division	Fluently multiply within 100, using basic facts.
8	3.OA.7-Advanced Multiplication Division	Fluently divide within 100, using basic facts.
9	3.OA. 8-Two-Step Word Problems	Solve a 2-step problem with whole numbers using any of the four operations.
10	3.NBT.3-Intro to Multiplication	Multiply a 1-digit whole number by a multiple of 10 within 90.
11	3.MD.1-Time to the Nearest Minute	Tell and write time to the nearest minute, including indication of a.m. and p.m..
12	3.MD.4-Visual Representations of Data	Generate measurement data by measuring lengths using rulers with halves and fourths of an inch.
13	3.MD.7A-Find Area by Tiling	Demonstrate that the area of a rectangle is the same using tiling or multiplying side lengths.
14	3.MD.7B-Multiply to Find Area	Find the area of a rectangle by multiplying side lengths.
15	3.MD.8-Perimeter	Find the perimeter of a polygon given the side lengths.

16	3.G.2-Partition Fractions	Partition a shape into parts with equal areas.
17	3.G.2-Partition Fractions	Express the area of a part of a shape as a unit fraction.
18	3.NF.1-What is a Fraction	Understand the structure of a fraction.
19	3.NF.2A-Unit Fractions on a Number Line	Represent a unit fraction on a number line.
20	3.NF.3B-Equivalent Fractions	Generate simple equivalent fractions.
21	3.NF.3B-Equivalent Fractions	Explain why two fractions are equivalent using a visual fraction model.
22	3.NBT.2 - Fluent Add/Sub	Fluently add within 1,000
23	3.NBT.2 - Fluent Add/Sub	Fluently subtract within 1,000
24	2.NBT.7 - Addition/Subtraction Within 1,000	Understand when it is necessary to compose a ten and/or a hundred when adding or subtracting within 1,000.