

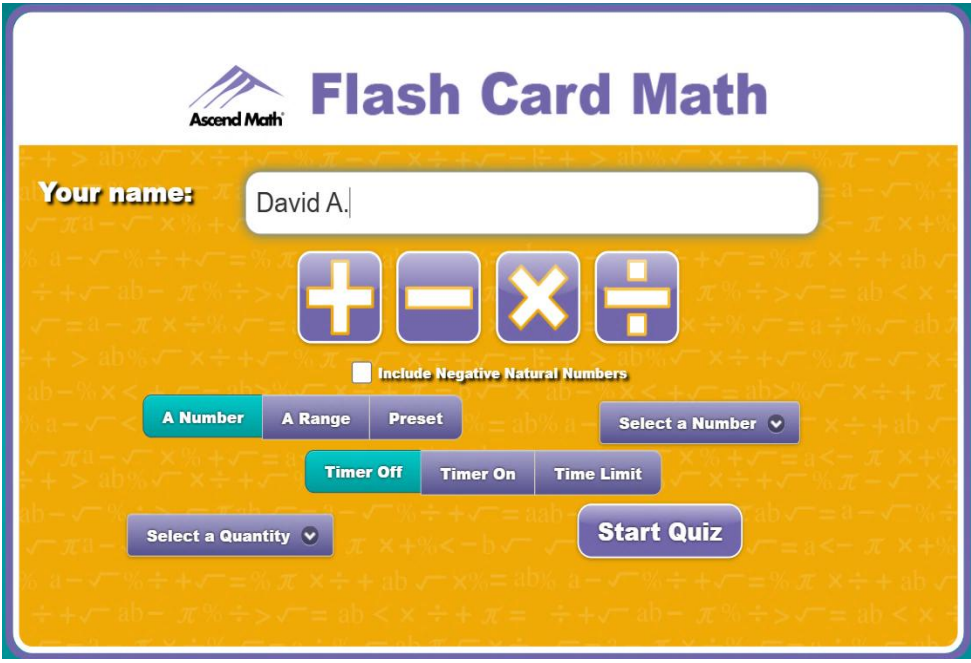
Supporting Math Learning with Math Fluency

Flashcard Math provides a versatile tool to build basic math fluency and problem-solving confidence across all instructional levels. Reinforcement of Math Fluency is one of the six components of supporting struggling students in mathematics. [Learn more about research in Accelerating Math Learning.](#)

Students can access Flash Card Math on the Ascend Math [website](#).

To create their quiz:

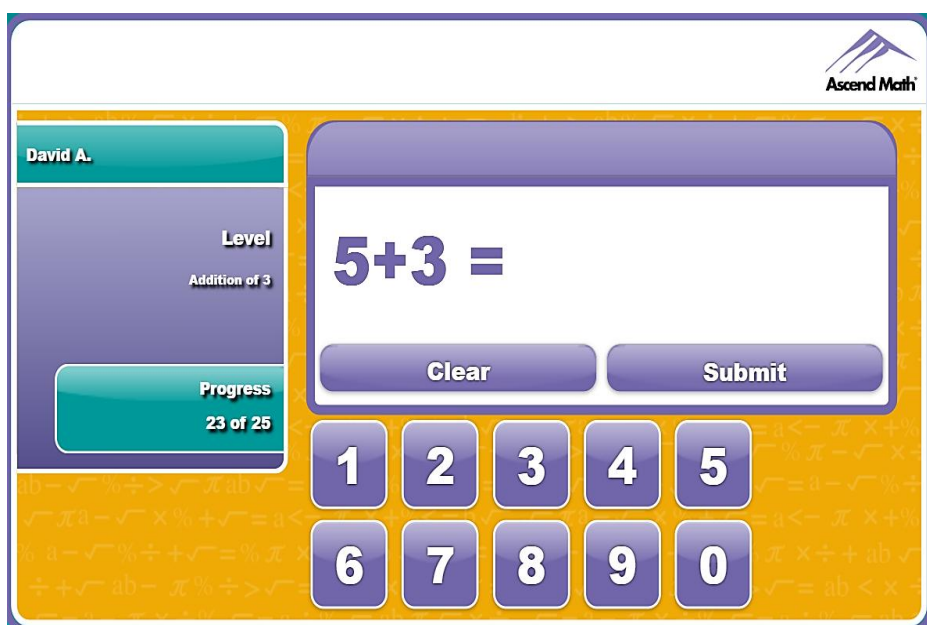
- Students choose an **operator**: addition, subtraction, multiplication or division.
- Next, they select an individual **number** between 0 and 12, a range of numbers or one of the default preset options.
- Students may choose to incorporate negative numbers in their practice.
- Next, students choose from the **timer options** and the number of problems for their quiz. Students can track personal best times to increase motivation using the timer feature.
- They can choose the default number which is the total **number of possible questions** available given how many numbers in the range. Or choose a specific number of questions from the dropdown menu.



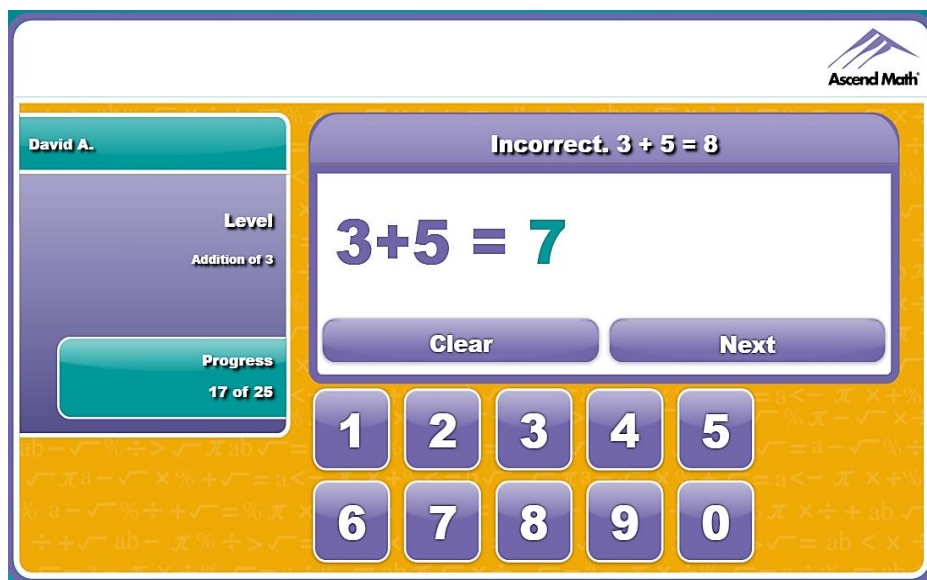
The screenshot shows the Flash Card Math interface. At the top, the Ascend Math logo is on the left and the title "Flash Card Math" is in large blue letters. Below the title, there is a text input field labeled "Your name:" containing "David A.". Underneath the name field are four large buttons for mathematical operators: a plus sign (+), a minus sign (-), a multiplication sign (x), and a division sign (÷). Below these buttons is a checkbox labeled "Include Negative Natural Numbers". There are three buttons for selecting a number: "A Number", "A Range", and "Preset". To the right of these is a dropdown menu labeled "Select a Number". Below the number selection buttons are three buttons for timer options: "Timer Off", "Timer On", and "Time Limit". At the bottom left is a dropdown menu labeled "Select a Quantity", and at the bottom right is a large "Start Quiz" button. The background of the interface is yellow with a pattern of mathematical symbols.

Interested in trying a full version of Ascend Math which includes Flash Card Math Reporting?
Visit our [website](#) to register for a no cost 30-day trial of Ascend Math.
www.ascendmath.com

During the quiz, students enter their answer to the problem and click Submit. After clicking Submit, students are notified immediately if their response is correct. If the response is incorrect, students receive the correct answer.



The interface shows a student named David A. at Level Addition of 3, with a progress of 23 of 25. The problem displayed is $5+3 =$. The student has entered the correct answer, and the 'Submit' button is visible. The keypad contains digits 1 through 0.



The interface shows the same student, David A., at Level Addition of 3, with a progress of 17 of 25. The problem displayed is $3+5 =$. The student has entered an incorrect answer, and the interface shows the correct answer, 7, in green. The 'Next' button is visible. The keypad contains digits 1 through 0.

Interested in trying a full version of Ascend Math which includes Flash Card Math Reporting?
Visit our [website](http://www.ascendmath.com) to register for a no cost 30-day trial of Ascend Math.
www.ascendmath.com

At the completion of the quiz, students are directed to a summary of the problems received and accuracy during the quiz, as well as their total test time.



Main Menu

Name	Level	
David A.	Addition of 3	
$3 + 6 = 9$	$3 + 3 = 6$	$3 + 12 = 15$
$3 + 0 = 3$	$4 + 3 = 7$	$3 + 4 = 7$
$1 + 3 = 4$	$8 + 3 = 11$	$3 + 9 = 12$
$3 + 1 = 4$	$3 + 2 = 5$	$0 + 3 = 3$
$3 + 10 = 13$	$3 + 8 = 11$	$3 + 7 = 10$
$6 + 3 = 9$	$3 + 5 = 7^*$	$7 + 3 = 10$
$2 + 3 = 5$	$11 + 3 = 13^*$	$12 + 3 = 15$
$3 + 11 = 14$	$5 + 3 = 8$	$10 + 3 = 13$
$9 + 3 = 12$		

Test Time
13:56

Print

Accuracy
23 of 25

Students have an option to save their results as a PDF by clicking Print and save as PDF or print the results to turn in.

Ascend FlashMath Activity

Student: Phil Matheson
Level: Addition of 3, 4
Date: 9/8/2020
Time: 13:00

Answers: 17 of 20

8 + 2 = 7	9 + 2 = 11	6 + 3 = 7	6 + 5 = 8	8 + 8 = 18
6 + 8 = 4	6 + 8 = 13	9 + 3 = 8	10 + 1 = 17	10 + 1 = 18
8 + 6 = 7	6 + 8 = 11	9 + 4 = 6	6 + 10 = 17	3 + 8 = 6
9 + 1 = 6	7 + 8 = 11	9 + 5 = 10	9 + 8 = 18	6 + 1 = 17
6 + 1 = 9	7 + 8 = 12	6 + 9 = 9	2 + 6 = 8	3 + 1 = 17
9 + 8 = 5	6 + 8 = 10	2 + 8 = 7	11 + 1 = 17	6 + 1 = 18
9 + 9 = 18	4 + 8 = 12	4 + 6 = 10	9 + 6 = 8	8 + 8 = 12
9 + 8 = 12	1 + 8 = 17	6 + 2 = 17	6 + 2 = 8	9 + 7 = 12

Print 1 page

Destination  **Save as PDF**

Pages **All**

Layout **Landscape**

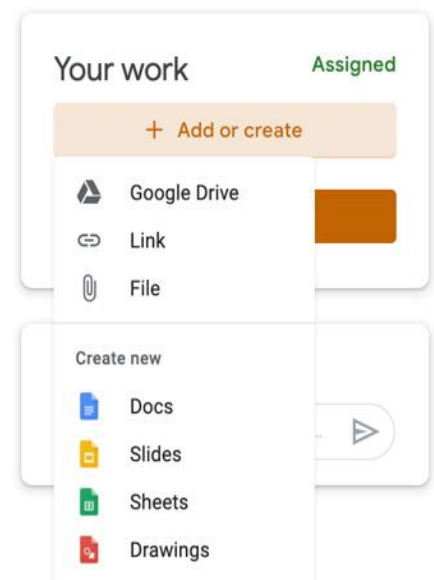
More settings

Save **Cancel**

Once results are saved as a PDF, students may email results to their teacher or upload the PDF to Google Drive and turn in via Google Classroom.

How to Upload a PDF to Google Drive:

1. Login to the Google Drive account where you would like to save the PDF.
2. Select "New" and then "File Upload" from the dropdown menu.
3. Find your downloaded PDF (check the Download folder).
4. Select "Open" to upload the PDF.

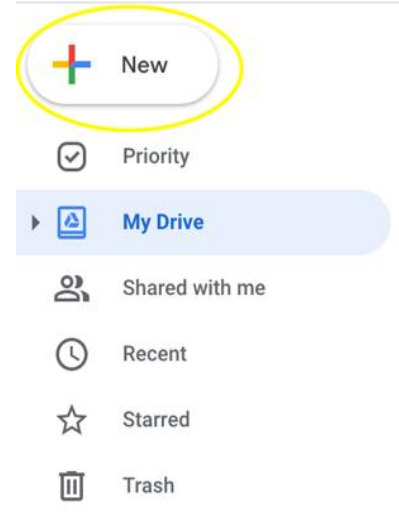


Interested in trying a full version of Ascend Math which includes Flash Card Math Reporting?
Visit our [website](https://www.ascendmath.com) to register for a no cost 30-day trial of Ascend Math.

www.ascendmath.com

How to Upload a PDF to Google Classroom (from a desktop or Chromebook):

1. Login to your Google Classroom using your Google username and password.
2. Select the class that you would like to upload the PDF to.
3. Select Classwork in at the top, center of the tab.
4. Select the assignment your teacher would like you to upload the PDF to.
5. Select view assignment.
6. Select Add or Create and then select where you would like to retrieve your file from. If you saved your file in Google Drive, you can add it directly from your Drive.
7. Once your file is uploaded, ensure you select Turn in. You will know your PDF has been successfully turned in when you see an “unsubmit” button where Turn in was displayed.

**Supporting Math Learning with Math Fluency**

Flashcard Math provides a versatile tool to build basic math fluency and problem-solving confidence across all instructional levels. Reinforcement of Math Fluency is one of the six components of supporting struggling students in mathematics. [Learn more about research in Accelerating Math Learning.](#)