

Grade 1: Skill Set 2 Game 1

Addition and subtraction of two numbers; sums and differences within 20

- Prepare using manipulatives such as ten frames and number bonds to help students move on to the abstract concept of number facts
- Discuss when to use addition and when to use subtraction
- Have students practice with the following FIM games
 - Gyms
 - First in 10's
 - First in 20's
 - Link'n'Lock
 - Early Algebra Tiles



Grade 2: Skill Set 2 Game 3

Two equations using addition and subtraction resulting in 24

- Use manipulatives if needed as in grade 1 suggestions
- Talk about addition patterns e.g. $12 + 12$; $10 + 14$
- Use Skill Set 2 Game 2 to practice before moving on to Game 3
- Have students practice becoming automatic in math facts with these FIM games
 - Gyms
 - First in 20's
 - Go to 100
 - Link'n'Lock
 - Early Algebra tiles
 - Grand Slam +, -



Grade 3: Skill Set 4 Game 2

Two equations using any of four operations resulting in 24

- Talk about patterns e.g. $12 + 12$; $10 + 14$; 8×3 ; 6×4
- Use Skill Set 4 Game 1 to practice before moving on to Game 2
- Have students practice becoming automatic in math facts with these FIM games
 - Gyms
 - Grand Slam Multiply and Divide
 - Algebra and VIF Tiles
 - Link'n'Lock Multiply and Divide



Grades 4 and 5: Skill Set 4 Game 3

Three Equations using any of four operations resulting in 24

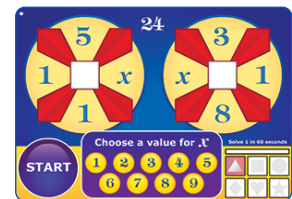
- Talk about patterns e.g. $12 + 12$; $10 + 14$; 8×3 ; 6×4
- Use Skill Set 4 Game 1 and 2 to practice before moving on to Game 3
- Have students practice becoming automatic in math facts with these FIM games
 - Gyms
 - Grand Slam Multiply and Divide
 - Algebra and VIFs Tiles
 - Link'n'Lock Multiply and Divide
- Pattern Puzzle (Bonus Games 5) is great for practicing with patterns
- Pattern Power (Bonus Games 6) is also great for practicing with patterns
- Have students work in teams to solve 24 cards



Grade 6: Skill Set 6 Game 2

Solving two cards using any of four operations with a variable on each card

- Talk about patterns e.g. $12 + 12$; $10 + 14$; 8×3 ; 6×4
- Use Skill Set 4 Game 3 to practice before moving on Variables
- Have students practice becoming automatic in math facts using these FIM games
 - Gyms
 - Grand Slam Multiply and Divide
 - Algebra and VIF Tiles
 - Link'n'Lock Multiply and Divide
- Pattern Puzzle (Bonus Games 5) is great for practicing with the patterns
- Pattern Power (Bonus Games 6) is also great for practicing with the patterns
- Have students work in teams to solve 24 cards



Grades 7 and 8: Skill Set 5 Game 1

Choose the correct card that can be solved by adding or subtracting two fractions

- Talk about equivalent fractions and multiples of numbers
- Have students practice becoming automatic in math facts using these FIM games
 - Gyms (addition and subtraction of fractions)
 - Grand Slam (fractions)
 - Link'n'Lock Fractions
 - Equivalent Fractions

