

Rocket Math Instructions

The goal of rocket math is to increase math fact accuracy and automaticity, one minute at a time.

Day 1

- 1) Get a copy of level A and set a timer for 1 minute.
- 2) Start the timer, answer as many multiplication problems as you can, and stop when the timer ends. The problems must be done in order.
- 3) Have an adult check the answers to make sure they are correct.

Day 2

- 1) Get a copy of level B and set a timer for 1 minute.
- 2) Write down the number of problems you completed on Day 1 in the goal box at the top of the page.
- 3) Start the timer, answer as many problems as you can, and stop when the timer ends.
- 4) Have an adult check the answers to make sure they are correct.

Day 3

- 1) If you reached your goal on Day 2 **and** all the answers were correct, move on to level C. If you did not reach your goal or there were errors, repeat level B.

Continue until you get to level Z. If you get to level Z by the end of the summer, repeat the levels with a higher goal.

Notes:

- If you need more of a challenge, increase the goal. If you haven't passed a level after 3 tries, lower the goal by 3.
- Do Rocket Math at least 4 times a week.
- Try to have a high goal **and** a high level by the end of the summer, not just one or the other.
- There will be a quiz at the beginning of the school year.
- After you do the 1-minute drill, you can do extra practice by completing the rest of the problems.