



Daily Fact Lesson Plan- *target facts from the current lesson*

[Click Here to Access Resources](#)

Description: Show the Factivation!® videos below to introduce fact strategies and build fluency.


Provide paper-pencil fluency practice with the Fluency Builder activity. Use the Concept Builder to build foundational understanding of Multiplication. Use the SmartBoard games whenever time allows (indoor recess, before lunch, waiting for dismissal, etc.) to provide additional practice with facts from the current and previous lessons.

Day	Video Resources	Printable Resources	Game Resources
1	Lesson 1: Full Video	Fluency Builder 1 / Concept Builder 1.1	Lesson 1 SmartBoard Games
2	Lesson 2: Full Video	Fluency Builder 2 / Concept Builder 2.1	Lesson 2 SmartBoard Games
3	Lesson 3: Full Video	Fluency Builder 3 / Concept Builder 3.1	Lesson 3 SmartBoard Games
4	Lesson 4: Full Video	Fluency Builder 4 / Concept Builder 4.1	Lesson 4 SmartBoard Games
5	Lesson 4: Quick Flick	Lesson 4 Progressive Assessment A	Lesson 4 SmartBoard Games

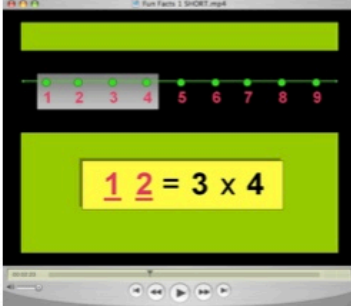
Daily Fact Reinforcement- *target facts from other lessons*

This week, familiarize students with facts from future lessons using the chants below as your class attention-getters! Post these facts in your classroom. *Print the posters in Lesson 6.*

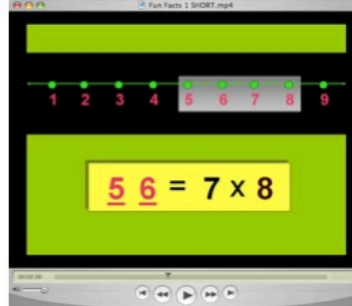
Lesson 6



FACTS: 7X6, 6X7
" 7 Beetles 6 Legs,
Walking to the zoo.
How many legs? 42! "



FACTS: 3X4, 4X3
" 1, 2, 3, 4...
12 is 3 times 4! "



FACTS: 7X8, 8X7
" 5, 6, 7, 8...
56 is 7 times 8! "

Teacher Resources- *Everything you need for this lesson plan*

Instructional Videos

Lesson 1 | Lesson 2 | Lesson 3 | Lesson 4

Tutorial Videos *(in Teacher Center)*

Fluency Builder | Concept Builder | Progressive Assessments

Printables & Games

Lesson 1 | Lesson 2 | Lesson 3 | Lesson 4
Lesson 6- Posters Only

Teacher Reference *(on Members' Homepage)*

Chants as Attention-Getters Guide



Daily Fact Lesson Plan- *target facts from the current lesson*

[Click Here to Access Resources](#)

Description: Show the Factivation!® videos below to introduce fact strategies and build fluency. Provide paper-pencil fluency practice with the Fluency Builder activity. Use the Concept Builder to build foundational understanding of Multiplication. Use the SmartBoard games whenever time allows (indoor recess, before lunch, waiting for dismissal, etc.) to provide additional practice with facts from the current and previous lessons.

Day	Video Resources	Printable Resources	Game Resources
1	Lesson 5: Full Video	Fluency Builder 5 / Concept Builder 5.1	Lesson 5 SmartBoard Games
2	Lesson 5: Quick Flick	Fluency Builder 5 / Logical Links 5.1	Lesson 5 SmartBoard Games
3	Lesson 5: Fast Facts	Lesson 5 Progressive Assessment A	Lesson 5 SmartBoard Games
4	Lesson 6: Full Video	Fluency Builder 6 / Concept Builder 6.1	Lesson 6 SmartBoard Games
5	Lesson 6: Quick Flick	Fluency Builder 6 / Logical Links 6.1	Lesson 6 SmartBoard Games

Daily Fact Reinforcement- *target facts from other lessons*

This week, continue using the Lesson 6 chants as your class attention-getters, but add the Lesson 7 chants to your attention-getting repertoire! Post these facts in your classroom. *Print the posters in Lesson 7.*

Lesson 7

FACTS: 6X3, 3X6
 " 6 and 3 bought a new CD with 18 rockin' songs. They will, they will ROCK YOU! "

FACTS: 7X3, 3X7
 " 7 times 3, 3...2...1, 7 times 3 is 21! "

FACTS: 8X4, 4X8
 " 8 times 4, 4...3...2, 8 times 4 is 32! "

Teacher Resources- *Everything you need for this lesson plan*

Instructional Videos

Lesson 5 | Lesson 6

Tutorial Videos *(in Teacher Center)*

Fluency Builder | Concept Builder | Progressive Assessments

Printables & Games

Lesson 5 | Lesson 6
Lesson 7- Posters Only

Teacher Reference *(on Members' Homepage)*

Chants as Attention-Getters Guide



Daily Fact Lesson Plan- *target facts from the current lesson*

[Click Here to Access Resources](#)


Description: Show the Factivation!® videos below to introduce fact strategies and build fluency. Provide paper-pencil fluency practice with the Fluency Builder activity. Use the Concept Builder to build foundational understanding of Multiplication. Use the SmartBoard games whenever time allows (indoor recess, before lunch, waiting for dismissal, etc.) to provide additional practice with facts from the current and previous lessons.

Day	Video Resources	Printable Resources	Game Resources
1	Lesson 6: Fast Facts	Lesson 6 Progressive Assessment A	Lesson 6 SmartBoard Games
2	Lesson 7: Full Video	Fluency Builder 7 / Concept Builder 7.1	Lesson 7 SmartBoard Games
3	Lesson 7: Quick Flick	Fluency Builder 7 / Logical Links 7.1	Lesson 7 SmartBoard Games
4	Lesson 7: Fast Facts	Lesson 7 Progressive Assessment A	Lesson 7 SmartBoard Games
5	Lesson 8: Full Video	Fluency Builder 8 / Concept Builder 8.1	Lesson 8 SmartBoard Games


Daily Fact Reinforcement- *target facts from other lessons*

This week, continue using the Lesson 6 & 7 chants as your class attention-getters, but add the Lesson 8 chants to your attention-getting repertoire! Post these facts in your classroom. *Print the posters in Lesson 8.*


Lesson 8



FACT: 3X3
" 3 and 3 are doin' fine,
Multiply them,
You'll get 9!"



FACT: 7X7
" 49ers score again,
7 points, 7 points,
For the WIN!"



FACT: 8X8
" 8 and 8 went to the store,
and bought a Nintendo 64!"

Teacher Resources- *Everything you need for this lesson plan*

Instructional Videos

Lesson 6 | Lesson 7 | Lesson 8

Tutorial Videos *(in Teacher Center)*

Fluency Builder | Concept Builder | Progressive Assessments

Printables & Games

Lesson 6 | Lesson 7 | Lesson 8

Teacher Reference *(on Members' Homepage)*

Chants as Attention-Getters Guide



Daily Fact Lesson Plan- *target facts from the current lesson*

[Click Here to Access Resources](#)

Description: Show the Factivation!® videos below to introduce fact strategies and build fluency.

Provide paper-pencil fluency practice with the Fluency Builder activity. Use the Concept Builder to build foundational understanding of Multiplication. Use the SmartBoard games whenever time allows (indoor recess, before lunch, waiting for dismissal, etc.) to provide additional practice with facts from the current and previous lessons.

Day	Video Resources	Printable Resources	Game Resources
1	Lesson 8: Quick Flick	Fluency Builder 8 / Logical Links 8.1	Lesson 8 SmartBoard Games
2	Lesson 8: Fast Facts	Lesson 8 Progressive Assessment A	Lesson 8 SmartBoard Games
3	Lesson 9: Full Video	Fluency Builder 9 / Concept Builder 9.1	Lesson 9 SmartBoard Games
4	Lesson 9: Quick Flick	Fluency Builder 9 / Logical Links 9.1	Lesson 9 SmartBoard Games
5	Lesson 9: Fast Facts	Lesson 9 Progressive Assessment	Lesson 9 SmartBoard Games

Daily Fact Reinforcement- *target facts from other lessons*

This week, continue using the Lesson 6-8 chants as your class attention-getters. In addition, do the following quick activities daily to review lessons 2-5.

Lesson 2-3 Review:

Practice counting by 2's and 5's while walking down the hall.

Lesson 4 Review:

Show the three-minute Fast Facts video for Lesson 4 right before lunch or recess.

Lesson 5 Review:

Include 6×4 , 6×6 , & 6×8 as part of your Morning work & review the Half/Whole Trick.

Teacher Resources- *Everything you need for this lesson plan*

Instructional Videos

Lesson 8 | Lesson 9

Tutorial Videos *(in Teacher Center)*

Fluency Builder | Concept Builder | Progressive Assessments

Printables & Games

Lesson 8 | Lesson 9

Teacher Reference *(on Members' Homepage)*

Chants as Attention-Getters Guide