

## Dear Families,

Knowing basic math facts is a key to success in higher-level mathematics. As part of our math program, your student is using software called *FASTT Math* Next Generation to help learn and use basic math facts. Each student works on his or her own learning path. The program determines which facts a student cannot answer correctly in less than one second and provides instruction in only those facts. Once a student can answer a fact correctly in about one second, he or she practices to get faster.

Students will practice their facts through engaging games that reward them for accuracy and speed. Some games practice basic facts, like  $3 + 7$  or  $6 \times 4$ . Other games, called *STRETCH-To-Go™*, help students use basic facts to solve problems with greater numbers, like  $30 + 7$  or  $30 + 70$ . Together, the *FASTT Math* instructional software, practice games, and *STRETCH-To-Go* games help your student develop the solid foundation that he or she needs to be successful in school and the workplace.

Your student will use *FASTT Math* in school as part of our math program. He or she can also use the *STRETCH-To-Go* games from anywhere that there is a computer with Internet access. Encourage your student to play the games often—they are fun and students can see themselves getting better and better. You might enjoy playing the games yourself!

### STRETCH-To-Go Games

- Go to [www.fasttmath.com/stretch](http://www.fasttmath.com/stretch).
- The first time you log in, type your zip code and click OK.
- Select your school district name and click OK.
- Type your *FASTT Math* username and password.
- Click Go On.
- After your first log-in, type your *FASTT Math* username and password and click Go On.

You can also go to [alcott.colonial.net](http://alcott.colonial.net) and click "Fastt Math" under "Student Quick Links."

Sincerely,

Mrs. Lentini

