



Coronavirus/COVID-19

A Parent's Survival Guide

Help Your Kid Learn Math at Home

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All students need fact fluency in order to achieve success in math. Rocket Math is hands-down the most effective, easiest and most fun program for kids of all ages.

-- Barbara T. Templeton, M.S. Redding, CT



All Students can Succeed!

What is Rocket Math



Rocket Math is a supplemental learning program that teaches students addition, subtraction, multiplication, division, and fractions. Specifically, the program teaches math facts--the basic building blocks of all math.

Students learn using printable worksheets and verbal partner practice, or through an Online Game with programmed feedback. Both methods only take a few minutes a day and can greatly increase your child's success with math.

Visit <https://www.rocketmath.com/>.





Rocket Math was designed by Dr. Don Crawford, a special educator with decades of experience in K-8 classrooms and a Ph.D. in Education who wanted an effective and engaging method for teaching math that would work for all students.

Rocket Math has been loved by teachers, parents, and students and for over two decades. School administrators implement the program district-wide. Teachers use it in their classrooms. And parents use it to help their kids learn math at home.

If you see your students counting on their fingers or if your child struggles with operations, Rocket Math is for you!

“Having taught in a public school for thirty three years, this is simply the best program to really teach math facts.”

-- Brenda Firsick, Washington, MO



How it Works

Dr. Don Crawford carefully designed the way Rocket Math teaches and drills basic math facts so that learning is easy for all children.

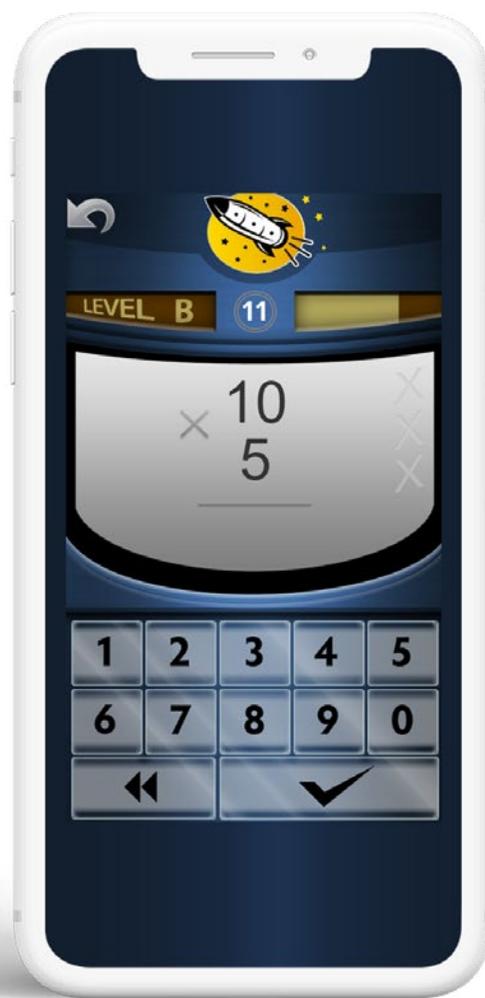
The program only teaches a couple of math facts at a time, helping students succeed every day.

Once students learn the correct answers, the Worksheet Program and Online Game include a lot of fast-paced practice.

With this “learn first, practice second” method, students easily commit their math facts to memory.

The program is graduated and progressive. The program mixes newly memorized math facts with previously memorized math facts, helping students answer more than 400 math facts automatically over time.

When students develop automaticity (facts so well learned that their recall is instantaneous), all math becomes easier.



Who is Rocket Math For?

Schools and families in the United States and international countries have used Rocket Math's Worksheet Program since 1998. The Rocket Math Online Game made its debut into American classrooms and homes in 2003. Today, more than 30,000 students across the country use and love the program.

- Rocket Math teaches math facts to all ages.
- Children in kindergarten and first grade can benefit from beginning their math careers with a strong foundation from doing Rocket Math.
- Many schools use Rocket Math with all students in first through fourth grades.
- Even children in middle and high school, who cannot readily recall math facts, can use the program.
- Any student who cannot instantly tell you the answer to 9 plus 7, 15 minus 8, 6 times 7, or 6 divided into 54 needs Rocket Math!



There are a variety of Rocket Math Worksheets and Online Game Levels to meet learners at their individual abilities. Simply start your student at their age or skill level, and your student can gradually work their way through the entire Rocket Math program.



All Students can Succeed!

The Rocket Math Program

If your student has the time (or is already proficient), they should complete each program for each operation listed in the table above to become the best mathematicians they can be!

If your student is behind in learning their math facts, they can skip some of the programs so they can catch up with their peers faster. For example, students can either learn addition and subtraction separately or as Fact Families.

Find out more about learning sequences [here](#).



Fact Family

$5 - 3 = 2$	$2 + 3 = 5$
$5 - 2 = 3$	$3 + 2 = 5$



Age	Grade	Operations & Skills	Worksheet	Game Level
5-6	K	<ul style="list-style-type: none"> • Writing Numerals 	<ul style="list-style-type: none"> • Beginning Numerals • Rocket Writing for Numerals 	in development
6-7	1st	<ul style="list-style-type: none"> • Writing Numerals • Addition 	<ul style="list-style-type: none"> • Rocket Writing for Numerals • Addition: 1's - 9's • Fact Families: 1's - 10's (+,-) • Add to 20 	<ul style="list-style-type: none"> • Addition • Fact Families (+,-) to 10 • Add to 20
7-8	2nd	<ul style="list-style-type: none"> • Addition • Subtraction 	<ul style="list-style-type: none"> • Rocket Writing for Numerals • Addition: 1's - 9's • Fact Families: 1's - 10's (+,-) • Add to 20 • Subtraction 1s through 9s • Fact Families 11 to 18 Add & Subtract • Skip Counting • Subtract from 20 	<ul style="list-style-type: none"> • Addition • Subtraction • Fact Families (+, -) to 10 • Fact Families (+,-) from 11 • Add to 20 • Subtract from 20
8-9	3rd	<ul style="list-style-type: none"> • Multiplication 	<ul style="list-style-type: none"> • Multiplication 1s to 9s • Multiplication 10s, 11s, 12s • Identify Fractions 	<ul style="list-style-type: none"> • Multiplication • Fact Families (x,division) to 20 • Multiplication 10s-11s-12s • Identify Fractions
9-10	4th	<ul style="list-style-type: none"> • Multiplication • Division 	<ul style="list-style-type: none"> • Multiplication 1s to 9s • Division 1s to 9s • Multiplication 10s, 11s, 12s • Division 10s, 11s, 12s • Identify Fractions • Equivalent Fractions • Factors 	<ul style="list-style-type: none"> • Multiplication • Division • Fact Families (x, ÷) to 20 • Fact Families (x, ÷) from 21 • Multiplication 10s-11s-12s • Division 10s-11s-12s • Identify Fractions • Equivalent Fractions • Factors & Primes
10+	5th ↑	<ul style="list-style-type: none"> • All Basic Operations • Fractions • +/- Negative Numbers 	<ul style="list-style-type: none"> • Equivalent Fractions • Factors • Learning to Add Integers • Learning to Subtract Integers • Mixed Integers 	<ul style="list-style-type: none"> • Basic Addition, Subtraction, Multiplication and Division • Identify Fractions, • Equivalent Fractions, • Factors & Primes, • Fraction & Decimal Equivalents (coming soon)



Classrooms

Imagine a classroom where students are eager to learn and excited to practice math!

Rocket Math is so much fun (and effective!) that students ask to play. The program is also efficient, saving teachers precious instructional time without adding a lot of extra work.

Classroom teachers are often frustrated by seeing students having to stop and count on their fingers to do math lessons. Classroom teachers can benefit from setting up the Rocket Math Worksheet Program to do for ten minutes each day. Because it follows a routine, students can place at all levels and work together with their partners to succeed at math facts.

The Rocket Math Online Game offers multiple seats under one account--perfect for classrooms and entire school districts!



“Rocket Math is a program that incorporates well into all other math programs. In less than five minutes a day, you can truly teach basic facts to your entire class!”

-- Brenda Firsick, Washington, MO



Homeschooling

Homeschoolers often realize that the math curriculums they use do not provide adequate practice to bring math facts to a fluent or automatic level. Therefore, Rocket Math becomes an essential part of their daily routine.

Parents can use either the Worksheet Program or enroll their child in the Rocket Math Online Game so that the practice is done with a tablet or computer.



After-school Enrichment

Parents who have a child that struggles with math in school use Rocket Math to give their learner a “boost” to catch up with the rest of their class. Rocket Math is also used to help students “get ahead” and feel confident in math class.

At home, kids can learn and practice math facts every day with the Worksheet Program or the Online Game using a tablet or a computer. Some Boys and Girls Clubs, YMCAs, and other after-school programs use Rocket Math as part of their enrichment!



What is the Rocket Math Online Game?

Prepare for take-off with this interactive spaceship-themed online math game!

Students work through 26 levels, from A to Z, learning all the math facts as they go. Each level has three phases:

- 1 Take Off!**
Students learn four new facts
- 2 Orbit**
Students practice the new facts mixed with recently learned facts
- 3 Universe**
Students practice the new facts mixed with ALL of the previously learned facts



The Online Game's teaching method helps students memorize and recall math facts instantly and without any hesitation.

The many milestones in the Online Game make students aware of their learning and motivate them to keep going until they have mastered all the facts in an operation. Sound effects keep kids engaged. And a cast of character voices provide encouragement as students complete each step.

Watch [this demo](#) and see how much fun the game is for yourself!



New Feature!

Listen to the [NEW congratulatory voices](#) students hear when they play the game.

**Rocket Math is Compatible
with ALL Devices**





All Students can Succeed!

What is the Rocket Math Worksheet Program?

The Worksheet Program has students practice with a partner each day and then test to see if they are ready to learn more facts. The Rocket Math Worksheet Program is a ten-minutes-a-day, paper and pencil, worksheet-based, supplemental, math facts practice curriculum. It is a uniquely structured curriculum for the sequential practice and mastery of math facts.



With the Worksheet Program...

- 1 Students learn two math facts and their reverses on each worksheet in a carefully controlled sequence, which enables mastery at an individualized pace.
- 2 Students practice orally with a partner every day.
- 3 One minute timings assess when students are ready to move to the next set of facts.



“We have used the paper version of Rocket Math now for one year (just finished addition) and it’s been such a fantastic program, we recommend it to everyone, whether they homeschool or not.”

-- Meredith Watkins, Berwyn, IL





All Students can Succeed!

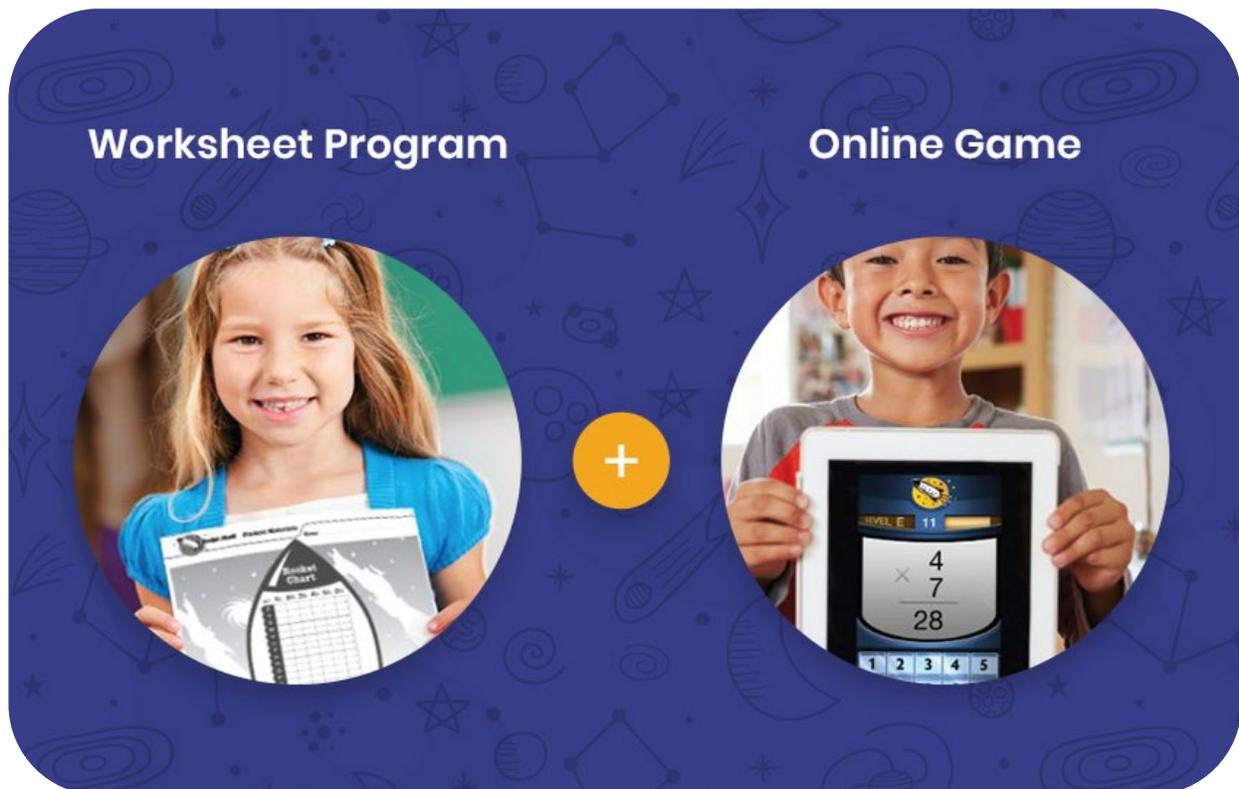
How Do These Two Education Tools Work Together?

The Online Game is a great way to start learning with Rocket Math. Parents and teachers find it very easy to organize because there are no tests to correct, worksheets to print out, or files to keep in order. Students progress faster and experience more immediate success.



The Worksheet Program requires students to write answers and to practice saying the facts. This method mimics the classroom experience--computing with paper and pencil--more closely. Students using the Worksheet Program learn facts more thoroughly because passing is individually calibrated and requires more practice to pass each level.

By doing both programs, students will work through the sequence of facts twice and will be much stronger math students as a result.





All Students can Succeed!

Getting Started

Before you start Rocket Math's Online Game or Worksheet Program, it's a good idea to find out which operations your student needs to practice most. Rocket Math offers a few tests to identify where your student should start their Rocket Math journey.

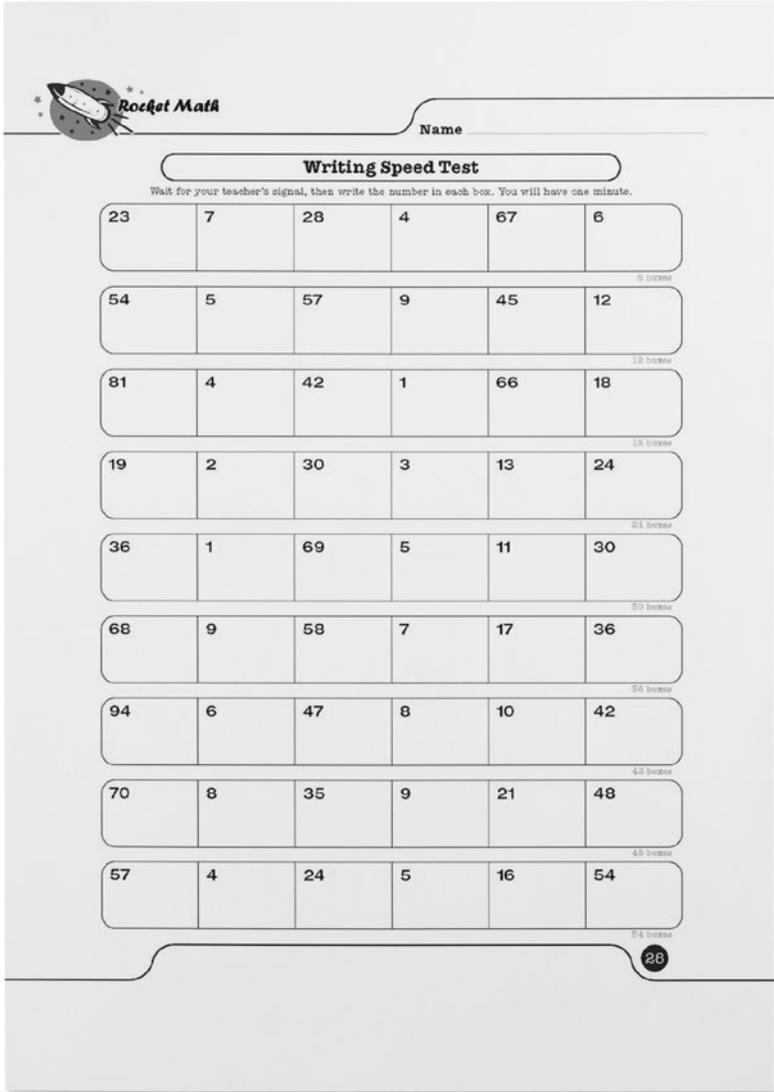


Writing Speed Test

Many students aren't able to write the answers to 40 problems in one minute, which is normal and doesn't affect their math fact knowledge.

Before administering the Operation Pretests, evaluate your student's writing speed to make sure the results reflect your student's true proficiency, and that they are not held back by their writing speed.

Get the [One-Minute Rocket Math Writing Speed Test](#).



Rocket Math Name _____

Writing Speed Test

Wait for your teacher's signal, then write the number in each box. You will have one minute.

23	7	28	4	67	6	5 boxes
54	5	57	9	45	12	12 boxes
81	4	42	1	66	18	18 boxes
19	2	30	3	13	24	24 boxes
36	1	69	5	11	30	30 boxes
68	9	58	7	17	36	36 boxes
94	6	47	8	10	42	42 boxes
70	8	35	9	21	48	48 boxes
57	4	24	5	16	54	54 boxes

26



Operation Pretests

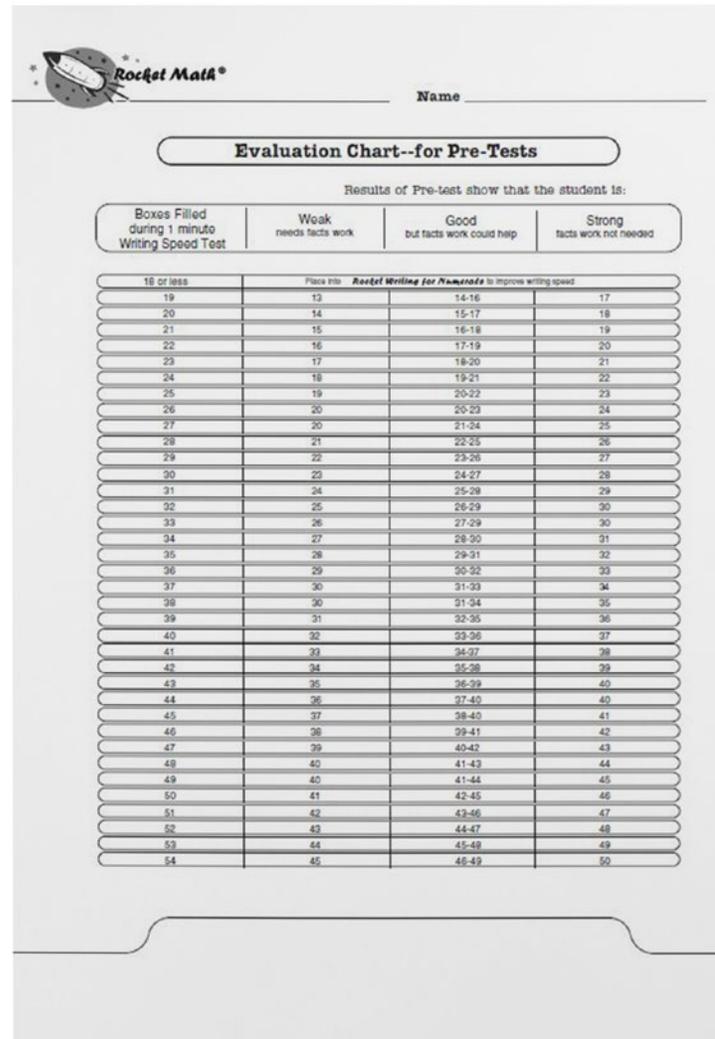
Once your student has completed the Writing Speed Test, give them a pretest in one or more of the four basic operations.

- [Addition One-Minute Pretest](#)
- [Subtraction One-Minute Pretest](#)
- [Multiplication One-Minute Pretest](#)
- [Division One-Minute Pretest](#)

Evaluate Results

For students in 3rd grade and above, test multiplication first and then division. If students struggle with either of those two operations, they should start learning those operations. For 3rd graders and above who don't struggle with multiplication and division, test addition and subtraction to assess any weakness. For students in 1st and 2nd grade, test addition first and then subtraction.

Evaluate your student's results based on their individual writing speed with the [Evaluation Chart for Pretests](#). Use their writing speed to determine if their performance on the Pretest is weak and shows a real need for math facts work, or is good but could use some help, or strong and no practice is needed.



Rocket Math® Name _____

Evaluation Chart--for Pre-Tests

Results of Pre-test show that the student is:

Boxes Filled during 1 minute Writing Speed Test	Weak needs facts work	Good but facts work could help	Strong facts work not needed
16 or less	Place into	<i>Rocket Writing for Homework</i> to improve writing speed	
19	12	14-16	17
20	14	15-17	18
21	15	16-18	19
22	16	17-19	20
23	17	18-20	21
24	18	19-21	22
25	19	20-22	23
26	20	20-23	24
27	20	21-24	25
28	21	22-25	26
29	22	23-26	27
30	22	24-27	28
31	24	25-28	29
32	25	26-29	30
33	26	27-29	30
34	27	28-30	31
35	28	29-31	32
36	29	30-32	33
37	30	31-33	34
38	30	31-34	35
39	31	32-35	36
40	32	33-36	37
41	33	34-37	38
42	34	35-38	39
43	35	36-39	40
44	36	37-40	40
45	37	38-40	41
46	38	39-41	42
47	39	40-42	43
48	40	41-43	44
49	40	41-44	45
50	41	42-45	46
51	42	43-46	47
52	43	44-47	48
53	44	45-48	49
54	45	46-49	50





All Students can Succeed!

What if I know my Student's Math Fact Level?

If you know your student's math level, and they will learn with the Online Game, you do not need to administer any of the pretests (writing speed/operation).

If you know your student's math level and they will learn with the Worksheet Program, you only need to administer the [writing speed pretest](#) because you will use the results of that test to evaluate your child's progress.



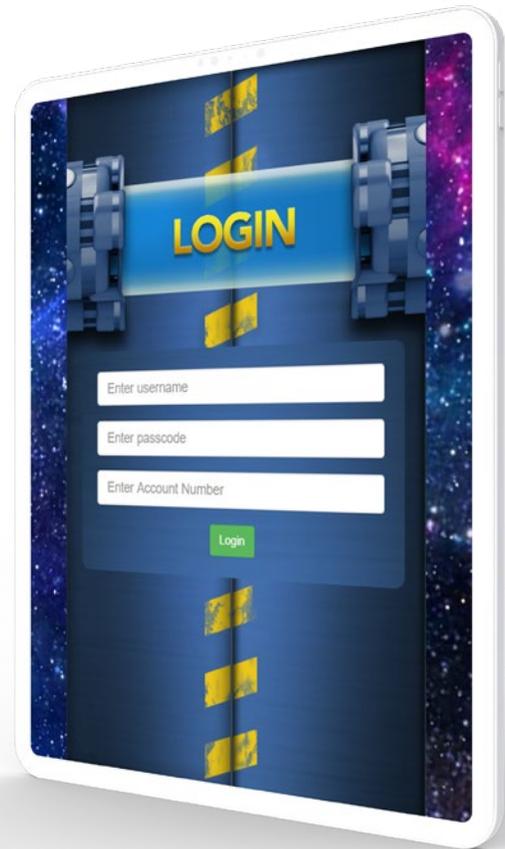
Setting up the Online Game Account

The Rocket Math Online Game always begins with a free trial. To get started, follow these steps:

- 1 Register online with your email and a created password at: <https://admin.rocketmath.com/register>
- 2 Add seats (one seat per student)
- 3 For each student create a (1) username and (2) a passcode. Keep a personal record of your (3) account number.
- 4 Choose a Learning Track in which to begin. Typically, 1st and 2nd grade students start with addition, and all other grades start with multiplication.



- 5 Have your student(s) open a browser and go to: <https://play.rocketmath.com>.
- 6 Bookmark the page.
- 7 Each student enters their own 3 part login: (username, passcode, account #).
- 8 Start playing!



**Watch a video demo of the
Online Game in action**



**Test Drive Rocket Math's
Online Game Yourself**

"I like the Rocket Math app, because it's fun and helps you learn. It's exciting every time you earn a new letter!"

--Aleega, Student, Boyertown, PA



All Students can Succeed!

Using the Online Game

After students start playing, you'll see the Review Progress screen when you log in to your account on the website: <https://admin.rocketmath.com>.



Dashboard

View the Dashboard from the main left hand navigation. In the Dashboard, you can:

- Select Learning Tracks
- Enable Learning Track Alerts
- Adjust the speed of the game
- Renew your subscription

Online Game Admin

Review Progress

Review Progress **PP = Parts passed PPT = Parts passed today**

Show 100 entries

Username	Learning Track	Login	Start Overs	Difficulty	PP	PPT	Sessions in last 2 weeks	Total	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
Test2	Subtraction	2020-05-12	15	0.31	49	0	1155W1W1F5S1W	3	Q																
Test3	Multiplication	2020-05-14	9	0.38	24	3	115510110115205	20	I																
Test4	Division	2020-05-13	5	0.25	20	1	1F5S1W1W1F5S1W1	2	G																
Test7	Add to 20	2020-05-13	1	0.06	15	0	1F5S1W1W1F5S1W1	5	F																
Test5	Fact Families (+, -) to 30	2020-05-11	6	0.38	15	0	1155W121F5S11W	5	F																
Test9	Mult 10s, 11s, 12s	2020-05-10	1	0.08	12	0	1F5S1W1W1F5S1W1	1	E																
Test1	Addition	2020-05-14	5	0.42	12	2	5555561455252	29	E																
Test7	Add to 20	2020-05-13	1	0.06	15	0	1F5S1W1W1F5S1W1	5	F																
Test5	Fact Families (+, -) to 30	2020-05-11	6	0.38	15	0	1155W121F5S11W	5	F																
Test9	Mult 10s, 11s, 12s	2020-05-10	1	0.08	12	0	1F5S1W1W1F5S1W1	1	E																
Test1	Addition	2020-05-14	5	0.42	12	2	5555561455252	29	E																
Test9	Mult 10s, 11s, 12s	2020-05-10	1	0.08	12	0	1F5S1W1W1F5S1W1	1	E																
Test1	Addition	2020-05-14	5	0.42	12	2	5555561455252	29	E																



Why is the Online Game so fast?

Rocket Math's fast pace (3 seconds to input an answer) develops instantaneous recall, or automaticity, which is an essential skill for math learning success. With Rocket Math, students go beyond "finger counting" and "figuring out" math facts. They just have to remember it! Of course, the Online Game gives them a LOT of practice and the tools for every child to succeed.

Learn more about Rocket Math's fast-play feature [here](#).



Forced breaks ensure students want to learn math and play day after day.

After playing for 5 minutes, the Online Game's "Battery Down" screen shows. Students must wait 20 minutes before they can play again. Ideally, students go away for an hour and get involved in something else. They definitely should not sit there for 20 minutes and watch it count down!

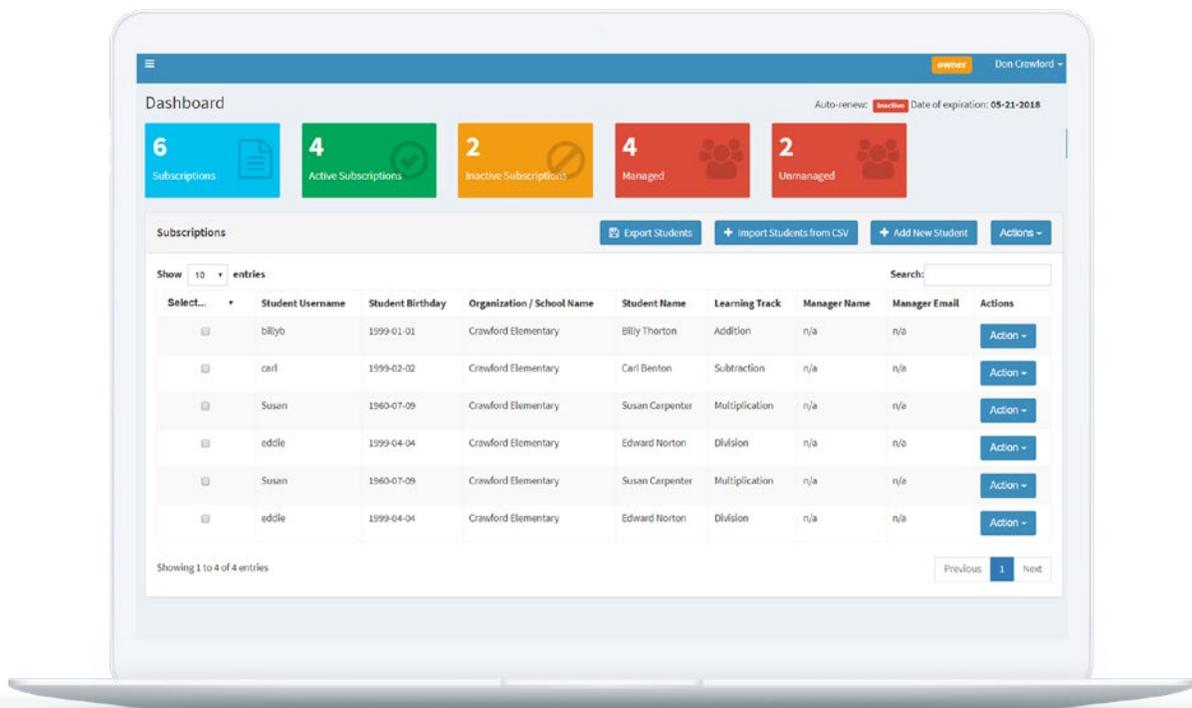
Some children want to play longer and have the self-discipline to do it. For older students, you can "Change Game Play" to either 10 or 15 minutes in the Dashboard, under the Individual Action button. Change the time only if they demand it. And change back to 5 minutes if they ever get tired of the game or complain about learning math.



Setting and Monitoring Learning Tracks

You will need to change your student's Learning Track when they finish a level.

You can also enable "Learning Track Alerts" on your Dashboard. This feature sends out email notifications letting you know when your student finishes a learning track.



Renewing your Subscription

Simply navigate to your Account/Payment Renew page, and follow the four steps to renew your subscription.

**Try Rocket Math's
Online Game for FREE**

PLAY NOW



All Students can Succeed!

Setting up a Worksheet Program

In a classroom setting, students typically practice with each other. If you are working with your student at home, you will need to be their partner. In total, your student should do math five days per week. That's four days of verbal practicing followed by one-minute timed tests per week and one day with no verbal practice, just a two-minute timed test to measure progress.

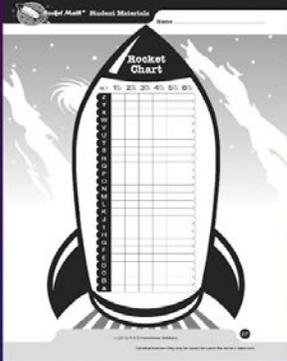
Sun	Monday	Tuesday	Wednesday	Thursday	Friday	Sat
	Oral paired Practice and 1-minute test	No practice, 2-minute test				



Follow these steps to get started:

- 1 [Subscribe](#) to either the Universal Subscription or the Basic Subscription Rocket Math Worksheet Program.
- 2 Once you've created an account, you'll be able to access all of the subscription resources by logging into your account <https://www.rocketmath.com/members/login>.
- 3 Choose a Learning Track in which to begin. Typically, 1st and 2nd grade students start with addition, and all other grades start with multiplication.
 - [Rocket Chart](#)
 - [Goal Sheet](#)
 - [Individual Student graph](#)

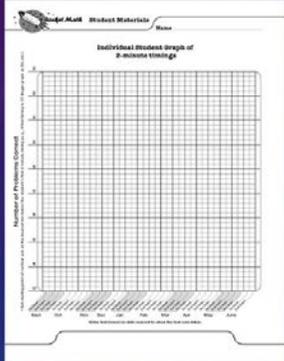
**TO SET UP THE WORKSEET PROGRAM
YOU WILL NEED A MANILA FOLDER FOR YOUR STUDENT**



A rocket chart stapled on front,



inside staple a goal sheet,



and on the right an individual student graph.

Find these in
Your filing cabinet on the web!





- 4 Test your student's [writing speed](#) and [operation proficiency](#).

Generally, students begin with addition in first and second grade, and subtraction after addition is mastered. If your student is starting the Worksheet Program in third grade, multiplication has priority even if addition and subtraction are not mastered. Division comes after multiplication has been mastered. But each student is unique, which is why testing is important!

- 5 Choose an appropriate starting level for your student.

- 6 Print and store the first math fact practice worksheet and the associated one-minute timed test in the folder.

Try Rocket Math's Worksheet Program

for 60 days for \$ 13

[TRY NOW](#)



Daily Setup Routine

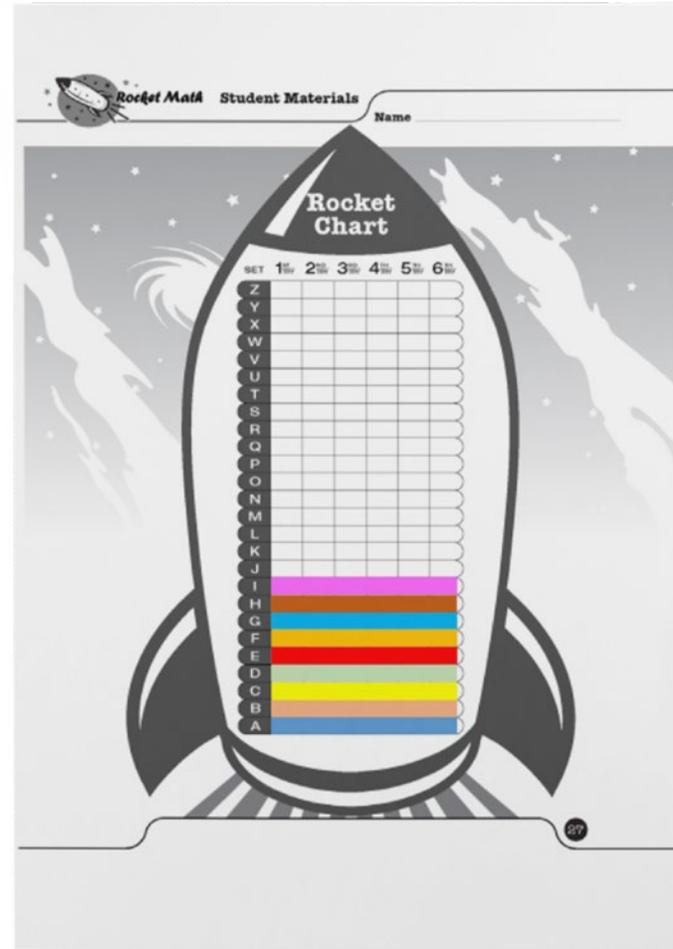
- 1 Get out the student folder, which should have the right practice sheet for the day.
- 2 Congratulate your student if they passed their previous set.
- 3 Let them color in the Rocket Chart for the level they passed.
- 4 Start practice!

Daily Practice Routine (4 days per week)

- 1 Get out the student folder, which should have the right practice sheet for the day.
- 2 Congratulate your student if they passed their previous set.

If the student hesitates or makes an error during practice time, you should follow this three-step correction procedure:

- **Interrupt the student to state the problem and the correct answer.**
- **Ask the student to repeat the problem and the correct answer three times.**
- **The student goes back three problems on the worksheet.**



Daily After-Practice Routine

- 1 The student fills in the date of the practice on their Rocket Chart.
- 2 Grade your students one-minute timed test.

The student **PASSES** if they had no errors and met their individualized goal for the one-minute timed test (from the goal sheet).

- **IF THE STUDENT PASSES**, print the next lettered set from Rocket Math's website.
- **IF THE STUDENT DOES NOT PASS**, print the same sheet to practice again tomorrow.

Checking on Progress

- 1 Once a week, the student should take a two-minute timed test. The 2-minute timed test monitors progress.
- 2 The student graphs the results of the 2-minute Timing on the individual student graph inside their folder.



Tutoring slide deck

For more information on conducting daily practice and testing, see this helpful [Rocket Math tutoring slide deck](#) with audio instructions.

How do I know if my student is learning?

If the student is able to answer more problems correctly in two minutes on the 2-minute timing then you can be sure they are learning. Also, each time a student passes a level, it shows they have successfully learned that particular math fact set. Typically, students can learn a set within 2 to 5 days:

- **IF they are placed correctly or start at the beginning of an operation.**
- **IF they are practicing correctly (saying the problem and the answer aloud).**
- **IF you are correcting HESITATIONS as well as errors.**
- **IF the Writing Speed Test was used to set goals.**
- **IF students who need it get extra practice sessions DAILY.**

Try Rocket Math's Worksheet Program

for 60 days for \$ 13

TRY NOW



All Students can Succeed!



Tips for Success

Make Math a Routine

Memorizing math facts needs to happen at least five days a week. It is best to have a set time to practice math each day to establish a routine. Students can practice a few times per day, but spacing sessions out over multiple days is more beneficial. Each session should only last ten to fifteen minutes with the Worksheet Program and only five minutes with the Online Game.

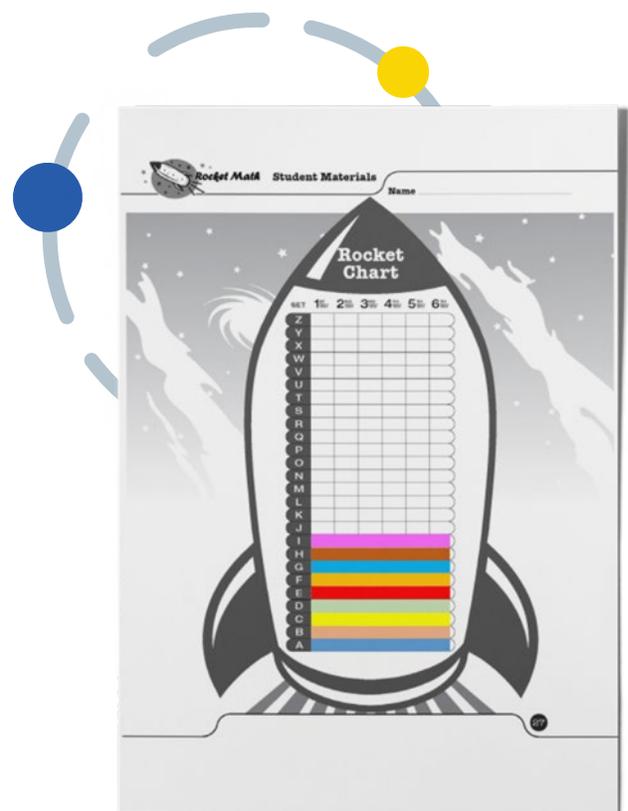
In school, students often practice after recess or lunch. Think of math facts practice like doing calisthenics before a game. After these warm-up exercises, math instruction begins.



Use Motivational Tools

Color In Rocket Chart

We know that students are motivated by seeing their success and receiving recognition from adults. With the Worksheet Program and Online Game, every student has a Rocket Chart, which they color in as they pass the 26 A to Z sets. Be sure to look at their chart and comment on how well they are doing. Fire your student up by setting intermediate goals and rewards!



Award Certificates

Recognize your student's accomplishments and keep them motivated with these free award certificates. FREE printable versions are located in the Worksheet Program filing cabinet and through the Online Game. The more fanfare with which you award these certificates, the more it shows that you are impressed, and the more motivated the student will be.

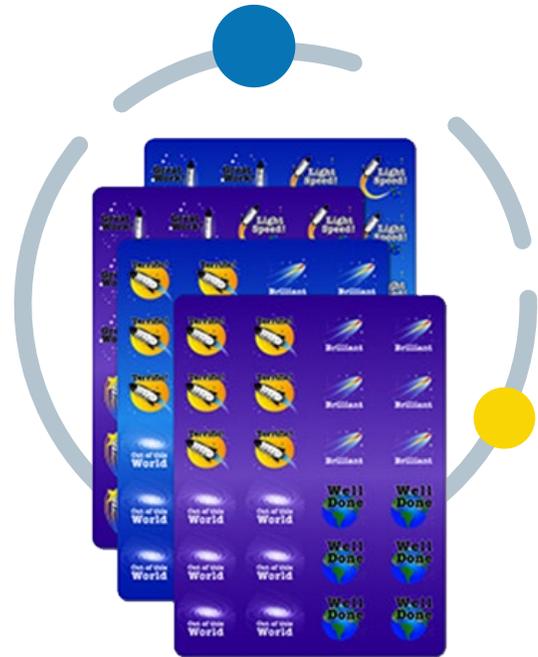
We also have [Award Certificates available for purchase on glossy card stock.](#)



Success Stickers

Get a year's worth of encouragement with 8 sheets (24 stickers/sheet) of these awesome Rocket Math themed success stickers! Each sticker sheet comes with an assortment of encouraging words and several exciting designs. Use them on passing papers or on timings where the student has improved.

[Get Rocket Math Stickers](#)



Customer Support Contact Information

Have a question? Talk to Dr. Don Crawford directly! He's always happy to discuss math fact learning.

Phone: 888-488-4854

Email: don@rocketmath.com



Signup for Rocket Math's
Online Game



Signup for Rocket Math's
Worksheet Program



All Students can Succeed!

About Dr. Don Crawford



Dr. Don Crawford has been an educator for 40 years, teaching all grade levels from K through 12 in both regular and special education. He earned his Ph.D. from the University of Oregon.

Dr. Crawford has trained Special Education teachers at the University of Wisconsin, Eau Claire, Western Washington University, and Portland State University. He is a curriculum author of several instructional programs including Rocket Math, a popular math facts learning curriculum. He has published scholarly articles and given teacher training workshops around the country. Over the past decade Don has served as a director in educational non-profits and charter school.

He currently spends most of his time managing and developing curriculum for his company, Rocket Math.



Rocket Math

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