

Giggle Facts $^{\text{\tiny{TM}}}$ Math Facts Program

Math Fact Worksheet

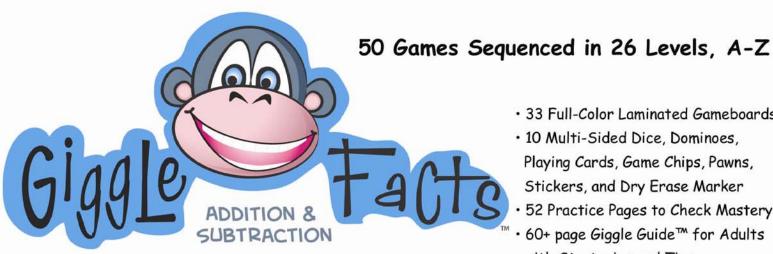




5 + 0	0 + 8	2 + 1	1 + 7	3 + 1
1 + 10 =	1 + 8 =	1 + 0 =	0 + 7 =	1 + 9 =
8 + 1	1 + 6	00	3 + 0	0 + 10
4 + 0 =	9 + 1 =	0 + 5 =	1 + 1 =	0 + 6 =
0 + 2	0 + 9	+ 5	0 + 4	2 + 0
7 + 1 =	1 + 4 =	6 + 1 =	7 + 0 =	1 + 3 =
5 + 1	8 + 0	10 + 1	0 + 1	9 + 0
10 + 0 =	6 + 0 =	4 + 1 =	1 + 2 =	0 + 3 =

PLAY ALONG THE WAY!





A fun and unique step-by-step approach to learning Addition and Subtraction Facts through exciting and engaging games for children aged 4-8.

- 33 Full-Color Laminated Gameboards
- 10 Multi-Sided Dice, Dominoes, Playing Cards, Game Chips, Pawns, Stickers, and Dry Erase Marker
- 52 Practice Pages to Check Mastery
- · 60+ page Giggle Guide™ for Adults with Strategies and Tips

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www.GiggleLearn.com

Patent Pending

Why Giggle Facts™?

- Students get bored and frustrated with flashcards alone. There IS a better way to learn...Giggle Facts™!
- · Specific strategies are taught to help develop a better number sense, which helps them retain their Facts.
- · Other games require knowledge of all the Facts to play. Giggle Facts the has games at EVERY level of learning.
- · The Facts are introduced in a sequential way; the student has plenty of practice with the Facts at each Level.
- The Facts are constantly reviewed throughout; there is a Student Activity Sheet at each Level to practice the newly learned strategy and Facts, and a second sheet that incorporates Facts from all the previous Levels.
- · Quite simply, there's nothing else like it!

Research Supports Mastery of Math Facts and Playing Games to Learn Math Facts

- · Educators and Cognitive Psychologists agree that the "ability to recall basic math facts fluently is necessary for students to attain higher-order math skills" (Whitehurst, 2003).
- · "Recent research in cognitive science, using MRI's, has revealed the actual shift in brain activation patterns as untrained math facts are learned" (Delazer et al., 2003). "Instruction and practice cause math fact processing to move from a quantitative area of the brain to one related to automatic retrieval" (Dehaene, 2003).
- · "Families that provide opportunities for children to...play simple board and card games that require the players to count, add, subtract, and match are giving their children thinking challenges that develop their number sense" (Wakefield, 1997).
- · Research by Siegler and Ramani (2008) found a correlation between math achievement and students' exposure to board games at home.

Order Online at www.GiggleLearn.com Retail Price: \$99.99

Call Laurie at (317) 733-8149 in the Indianapolis area.