

# AIS Math



**AI**S stands for Academic Intervention Services. AIS is additional instruction designed to supplement the instruction provided in the general curriculum and assist students who are at risk of not achieving New York State Learning Standards in Math. This program will include one-to-one or small group instruction and focus on teaching and reinforcing core skills needed for improved academic performance. Students are placed in this program based on their score on the New York State Math Test, school math assessments and/or current performance in class.

AIS Math students practice math concepts in a variety of ways such as direct practice, using the Smart Board, websites, or math games.

## Ways to Help Your Child with Math

### **Create a homework routine**

Have a set time and quiet place for homework with no distractions.

### **Communicate with the teacher**

Share your thoughts and concerns. Call or write a note if your child has trouble with homework, ask questions if you/your child do not understand something, and share good news when you see progress.

### **Ask your child to explain**

Ask how he/she came up with the answer, does the answer solve the problem?

### **Be accepting of mistakes**

Every mistake is a part of the learning process.

## **Share everyday math situations**

Invite your child to participate as you prepare a recipe, grocery shop, or balance your checkbook

## **Play math games**

Practice math concepts in a fun way

## **Websites for Parents**

Helping your child with Math

[www.math.com/parents/articles/funmath.html](http://www.math.com/parents/articles/funmath.html)

Parent's Guide to NYS Testing

[www.emsc.nysed.gov/3-8/parentguide/home.htm](http://www.emsc.nysed.gov/3-8/parentguide/home.htm)

NYS Education Department

<http://usny.nysed.gov/parents>

NYS Test Review

[www.studyzone.org](http://www.studyzone.org)

## **Math Websites for Kids**

ABC Ya Grades K-5 [www.abcya.com](http://www.abcya.com)

Baseball Math Grades 1-5 [www.funbrain.com/math/index.html](http://www.funbrain.com/math/index.html)

Basic Fact Practice [www.lizardpoint.com/math/index.html](http://www.lizardpoint.com/math/index.html)

### **Buy It Grades K - 2**

Purchase an item by selecting the correct coins needed to pay the exact amount.

[www.lizardpoint.com/fun/java/buyit/BuyIt.html](http://www.lizardpoint.com/fun/java/buyit/BuyIt.html)

### **Change Maker Grades 2 - 5**

Figure out how many of each bill or coin that you expect to get back.

[www.funbrain.com/cashreg/index.html](http://www.funbrain.com/cashreg/index.html)

### **Cool Math Grades 4 Kids K-5 [www.coolmath4kids.com](http://www.coolmath4kids.com)**

### **Coordinates Grades 3-5 [www.mathplayground.com/spaceboyrescue.html](http://www.mathplayground.com/spaceboyrescue.html)**

### **Elapsed Time Concentration Game Grades 3-5**

~~Graph Coordinates Grades 3-5~~

[www.quickplay.com/66516.html](http://www.quickplay.com/66516.html)

### **Elapsed Time Hours and Minutes Grades 3-5**

[www.teachersfirst.com/getsource.cfm?id=6339](http://www.teachersfirst.com/getsource.cfm?id=6339)

### **Fraction Eaters Grades 3-5**

Your job is to find all the equivalent fractions as quickly as possible.

[www.mathplayground.com/hm\\_fractions.html](http://www.mathplayground.com/hm_fractions.html)

## **I Know That Grades K-5**

<http://www.iknowthat.com/com>

**Making Change** [www.mathplayground.com/making\\_change.html](http://www.mathplayground.com/making_change.html)

**Math Puzzles** [www.setgame.com/set/puzzle\\_frame.htm](http://www.setgame.com/set/puzzle_frame.htm)

**Math is Fun Grades K-5** [www.mathisfun.com/](http://www.mathisfun.com/)

## **Measure It Grades 2 - 5**

Great practice using inches or centimeters.

[www.funbrain.com/measure/index.html](http://www.funbrain.com/measure/index.html)

## **Probability Grades 3-5**

[www.bbc.co.uk/education/mathsf/shockwave/games/fish.html](http://www.bbc.co.uk/education/mathsf/shockwave/games/fish.html)

## **Protractor Practice Grade 4-5**

[www.amblesideprimary.com/ambleweb/mentalmaths/protractor.html](http://www.amblesideprimary.com/ambleweb/mentalmaths/protractor.html)

**The Ruler Game** [www.rickyspears.com/rulergame](http://www.rickyspears.com/rulergame)

## **Snap Grade 5**

Matching fractions, decimals and percents.

[www.bbc.co.uk/education/mathsfile/shockwave/games/saloonsnap.html](http://www.bbc.co.uk/education/mathsfile/shockwave/games/saloonsnap.html)

## **Virtual Manipulatives Grades PrK - 5**

<http://nlvm.usu.edu/en/nav/vlibrary.html>

**Visual Fractions Grades 3-5** [www.visualfractions.com](http://www.visualfractions.com)

## **Other Math Games**

### **Highest Hand**

Before playing decide with operation will be used-addition, subtraction, multiplication or division. Use a regular deck of

playing cards. Pass out 3 cards to each player. Each player looks at their cards and tries to have the highest total in their hand. This game can also be played with dice.

### **Go Fish**

Use an ordinary deck of cards with all of the face cards removed. Deal 6 cards to each player. Players make a combination of 10 with two cards. Each person will place their matches in front of themselves. If they do not have a set of 10 in their hand, they will need to "GO FISH".

### **Pyramid**

Using a regular deck of playing cards, place cards face up in rows. Begin with 1 card, and end with 7 cards in the last row.

Like solitaire, start at the bottom row and find cards that when added together make 10. Only those cards without a card on top of it may be used. If none are available, use the cards from the leftover deck. Turn one card over at a time to see if it can be used to get to 10. Try to match all of the cards in the pyramid. If there are no matches, the game is over.

