

6th Grade Math Summer Activities

Students will complete a series of iXL activities over the summer in order to reinforce prerequisite skills for the upcoming school year. For each skill, students will work toward a **Smart Score of 80** on each activity. It is highly recommended that students watch the iXL video that accompanies each skill.

To access skills, please look under the **Level G** math section, and then select the required skill. As an example, the skill titled “Place Value” would be listed as skill A.2.

If a student works for a half hour on a skill and does not achieve a Smart Score of 80, they *may choose* to move on. Please note this on the chart on the next page. There is a “Smart Score” and “Time Elapsed” log for each skill in iXL. Log the Smart Score if the student is able to achieve a Smart Score of 80 or more. Log the time elapsed if a student worked for over a half hour and was unable to achieve a Smart Score of 80.

The chart will be collected upon students’ return to school for the ‘25 - ‘26 school year. Students do not need to work through the chart in order. In addition, there will be a quiz on these topics during the first week of school.

New students should complete the following skills iXL;

Level F = Level 4 (Currently going to 5th grade)

Level G = Level 5 (Currently going to 6th grade)

Level H = Level 6 (Currently going to 7th grade)

The image shows two screenshots of the iXL website. The top screenshot displays the 'Level G math' section with a sidebar of skill categories (A through H) and a main area listing various math topics like 'Whole numbers and place value', 'Addition and subtraction', 'Multiply fractions', etc. Two blue arrows point from the left towards the 'A.2 Place value' skill. The bottom screenshot shows a specific skill activity for 'A.2 Place value'. It includes a 'Learn with an example' section with a word problem: 'five thousand six hundred fifty-nine = [] thousands + [] hundreds + [] tens + [] ones'. There is a 'Submit' button. On the right side of the activity, there is a 'Questions answered' counter (0), a 'Time elapsed' timer (00:00:27), a 'SmartScore out of 100' (0), and a 'Teacher tools' section with buttons for 'Jump a level', 'Teacher results not recorded', and 'Start Group Hunt'.

<u>Skill</u>	<u>Skill Name</u>	<u>Date</u>	<u>Smart Score OR Time Spent</u>	<u>Parent Initials</u>
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A. 1	Convert between standard and expanded form report			
A. 2	Place value			
A. 3	Relationship between place values			
A. 4	Write numbers in words			
A. 5	Spell word names for numbers up to one million			
A. 6	Roman numerals I, V, X, L, C, D, M			
C. 1	Understanding powers of ten			
C. 2	Evaluate powers of ten			
D. 1	Multiplication patterns over increasing place values			
D. 2	Multiply numbers ending in zeros			
D. 3	Multiply numbers ending in zeros: word problems			
D. 4	Multiply a whole number by a power of ten			

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D. 5	Estimate products			
D. 6	Estimate products: word problems			
D. 7	Multiply by 1-digit numbers			
D. 8	Multiply by 1-digit numbers: word problems			
D. 9	Multiply by 2-digit numbers: complete the missing steps			
D. 10	Multiply 2-digit numbers by 2-digit numbers			
E. 6	Divide multi-digit numbers by 1-digit numbers			
E. 7	Divide by 1-digit numbers: interpret remainders			
E. 11	Divide 2-digit and 3-digit numbers by 2-digit numbers			
E. 12	Divide 2-digit and 3-digit numbers by 2-digit numbers: word problems			
HH. 1	Add and subtract money amounts			
HH. 2	Add and subtract money: word problems			

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HH. 3	Add and subtract money: multi-step word problems			
HH. 4	Multiply money amounts			
HH. 5	Multiply money amounts: word problems			
HH. 6	Multiply money amounts: multi-step word problems			
HH. 7	Divide money amounts			
HH. 8	Divide money amounts: word problems			
HH. 9	Price lists			
HH. 10	Unit prices			
HH. 11	Find the number of each type of coin			
HH. 12	Convert time units			