

Working With Time Targets

Adjusting time targets in the MathsFacts in a Flash software is an excellent way to challenge students. The program comes with five pre-programmed time targets: the first target is two minutes and each subsequent target decreases by 15 seconds (1:45, 1:30 and so on). You can change the default time targets or you can turn off the option to test for subsequent targets after initial mastery.

When time targets are turned on and students master a level, students can either re-test at the same level to achieve a lower time target or advance to the next level. In addition, students have the option to challenge their best times on any previously mastered level. This option appears to students when they log on and select “start working,” and when they master a level.

You will need to explain time goals to your students and decide how you want individuals or the whole class to proceed through the MathsFacts in a Flash levels. Students should work according to one of the following plans, depending on your recommendation:

- Master all assigned levels at two minutes before attempting to better their times for any mastered levels.
- Work to better their best time at the current level or previously mastered levels before moving on to the next level.

Students’ new best times on a level will be recorded only if the student gets 100% of the problems correct in the new best time.