**Knights of the Math Table**

What is it?

* A school-wide system addressing math computation fluency
* For grades 3-6 (could be adapted to include some or all 2nd graders)
* Can be managed by PTA, Math coach, Math aide, Ed. Tech., computer teacher, etc. (a King or Queen willing to dress up and make it FUN!)

Salient features:

* Computation probes set up on Utips based on subskills:
	+ Serf: single-digit addition
	+ Apprentice: single-digit subtraction
	+ Squire: single-digit addition AND subtraction
	+ Jr. Knight: single-digit multiplication
	+ Sr. Knight: single-digit division
	+ Lord: single-digit multiplication AND division
	+ Magician: ALL operations (mixed probe)
	+ Dragon Rider: Problem Solving puzzle
* Introduction assembly in the Fall for grades 3-6
	+ Each class is given a class “shield” or coat of arms to display in their classroom and to take to Feasts
* School posters for each level
* Student stickers with their names on them
* “Math Challenges” taken in the computer lab weekly (5 minutes)
* a list of who passed a level sent to classroom teachers weekly
	+ students are recognized in class and their sticker is added to the school poster
* Monthly “Feast”: 30-45 minutes
	+ Attended by all students whom passed a level that month
	+ Class chooses a “champion” from those attending
	+ Participants go to cafeteria for a “joust”
		- Swim noodles
		- Birthday hats
		- One “winner” per grade
	+ Drink and a treat for all in attendance
* End of year culminating activity: Knights of the Math Table Festival
	+ Stations set up outside
		- Food station (chicken drumsticks and punch)
		- Photo station: cut outs of a magician and a dragon
		- Joust: teachers joust each other
		- Horse race: teachers race on stick horses
		- Etc.
* Students start at the beginning level each year and work their way through each level
* Dragon Riders are an elite group: could earn a dragon pin when achieved