

**IXL Math Summer Assignment  
for Students Entering the Third Grade  
2022-2023**

**Due: The Second Day of School**

IXL is an online practice program for Math. The program will allow us to individualize the learning experience for students so that they can work at their own pace to reinforce the essential content necessary for the upcoming school year.

How to sign in: Your child can sign in from home by visiting [www.IXL.com](http://www.IXL.com) on any computer and entering the username and password provided in class. There are even iPad and Android apps to allow your child to practice on the go.

Assignments: The following are the assignments to be completed with a minimum smart score of 80. The Smart Score considers not only the number of questions a student has answered correctly and incorrectly, but also the difficulty of the problems and the student's ability to answer correctly with consistency. IXL objectives completed during the 2020-2021 school year will be deleted by June 1.

The Summer Math Assignments can be found under the current learning tab for 2nd Grade. Students are expected to spend a MINIMUM of 8 hours practicing and strengthening the concepts learned this year. Of course, students are certainly encouraged to exceed the minimum 8-hour requirement!

Upcoming 3rd Graders must work in EACH of the following categories for at least an hour: A- Counting and Number Patterns; G- Addition- Two Digits; H- Subtraction- Two Digits; I- Addition- Three Digits; J-Subtraction- Two Digits; M- Place Values; P- Money; Q- Time. Students should be encouraged to spend more time in the areas in which they are struggling. In addition, students will benefit from completing any IXL Recommended Skills.

Please remember, all existing students must complete this IXL Assignment. Only new students will complete a Written Assignment. WRITTEN ASSIGNMENTS WILL NOT BE ACCEPTED FROM EXISTING STUDENTS.

Keep in mind Math and Reading are skills, and like any skills, the more you practice, the better at it you become.