## ST Math ${ }^{\circledR}$ Weekly Challenge

Mark your progress every time you use ST Math over break. Try to play at least 30 minutes three times a week. Complete the calendar to show the progress each day. At the end of the week write or draw what you learned. Select one of the projects below to share what you have learned. GOAL: 3 days a week

## STUDENT NAME:

| DATE: <br> Syllabus Progress: |  | DATE: |  | DATE: |  | DATE: |  | DATE: |  | DATE: |  | DATE: |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | Syllabus Progress: |  | Syllabus Progress: |  | Syllabus Progress: |  | Syllabus Progress: |  | Syllabus Progress: |  | Syllabus Progress: |  |
| Puzzles: | Minutes: | Puzzles: | Minutes: | Puzzles: | Minutes: | Puzzles: | Minutes: | Puzzles: | Minutes: | Puzzles: | Minutes: | Puzzles: | Minutes: |
| Levels: |  | Levels: |  | Levels: |  | Levels: |  | Levels: |  | Levels: |  | Levels: |  |

Select one project to share what you have learned: (Choose One)

## Create a Quiz

As you complete each level, think about the math that you had to do in that level.

- Write a math word problem for each level in the game.


## Create a Game

As you play through the puzzles think about the math that you are learning in the game.

- Create a new game with the same math concept. This can be a board game, a card game, etc. Be creative.
- The game should include directions, a title and a description of the mathematics that is involved.


## Create an Advertisement

As you play through the puzzles think about the math that you are learning in the game.

- Create an advertisement for the game. The ad should describe the mathematics that you learn playing this game, examples of the math (be creative), important vocabulary words and a word problem representing the math.

