# The Role of MEMORIZATION

Memorization needs to occur *meaningfully* using both procedural and conceptual knowledge.



### **Cognitive Load and Math Fluency:**

Math problems require the simultaneous use of an array of executive functions: working memory, inhibition and shifting<sup>1</sup>. Effective and efficient math instruction builds students' automaticity offering students a reduction in mental strain.

### Accuracy:

The student's ability to obtain the correct answer<sup>2</sup>. A student may have a strong conceptual understanding but lack efficiency.



### Speed:

Measures the amount of time to do a task<sup>1</sup>. A student may have a strong procedural understanding but lack little effect.

## **Key Terms**

**Meaningful Memorization**: Having deep conceptual understanding in phase 1 and 2 will lead into a rich and wellinterconnected web of factual procedural knowledge<sup>3</sup>

**Procedural Knowledge:** The step-by-step procedure to execute in order to solve a math problem<sup>4</sup> **Conceptual Knowledge:** Knowledge and understanding of the principles that govern a domain of math<sup>4</sup>



# What Is The Iterative View?

Researchers now believe there is a bi-directional relationship between procedural and conceptual knowledge.<sup>4</sup> This view states that knowledge increase in one area can lead to an increase in the other area which can then lead to an increase in the first area and so on.<sup>4</sup> Thus, procedural and conceptual knowledge develop iteratively.<sup>4</sup>



## Think Basketball

To play basketball well, players must be both fast and accurate. To gain these skills players must first understand the proper techniques and practice them. Math is no different. Students must first understand basic math concepts and practice them to perform well in mathematics.

# The Role of MEMORIZATION



# What types of math should be memorized and, by which grade?

## Addition/Subtraction

- Single-digit combinations by grade 2<sup>₅</sup>
- Needed for proficiency in multi-digit +/and base-10 understanding



Play **Tens Go Fish** for addition/subtraction facts fluency<sup>6</sup> **Multiplication** 

- Single-digit facts by grade 4<sup>7</sup>
- Needed for proficiency in multi-digit multiplication, division, comparing fractions, order of operations, and algebra



Play Four in-a-Row for multiplication facts fluency<sup>8</sup>

### References

- <sup>1</sup>Cragg, L., & Gilmore, C. (2014). Skills underlying mathematics: The role of executive function in the development of mathematics proficiency. *Trends in neuroscience and education*, *3*(2), 63-68.
- <sup>2</sup>Miller, A. D., & Heward, W. L. (1992). Do your students really know their math facts? Using daily time trials to build fluency. *Intervention in school and clinic, 28*(2), 98-104.
- <sup>3</sup>Baroody, A. J., Bajwa, N. P., & Eiland, M. (2009). Why can't Johnny remember the basic facts? *Developmental disabilities research reviews*, 15(1), 69-79.\<sup>4</sup>Rittle-Johnson, B., Siegler, R. S., & Alibali, M. W. (2001). Developing conceptual understanding and procedural skill in mathematics: An iterative process. *Journal of Educational Psychology*, *93*(2), 346-62
- <sup>5</sup>Henry, V. J., & Brown, R. S. (2008). First-Grade Basic Facts: An Investigation into Teaching and Learning of an Accelerated High-Demand Memorization Standard. *Journal for Research in Mathematics Education, 39*(2), 153-183.

<sup>6</sup>Bay-Williams, J. M., & Kling, G. (2014). Enriching Addition and Subtraction Fact Mastery through games. *Teaching Children Mathematics, 21*(4), 238-247. <sup>7</sup>Lyall, B.A. (2017). Helping Students to Automatize Multiplication Facts: A Pilot Study. *International Electronic Journal of Elementary Education, 10*(4), 391 396. <sup>8</sup>Kamii,, C., & Anderson, C. (2003). Multiplication Games: How We Made and Used Them. *Teaching Children Mathematics, 10*(3), 135-141.