STRETCH-To-Go FAQs

Q: What is *FASTT Math* Next Generation *STRETCH-To-Go*?

A: STRETCH-To-Go is a Web-based component of *FASTT Math* Next Generation that provides additional practice of math facts and number computation through adaptive games. Because STRETCH-To-Go is Web-based, these games may be accessed from any computer with an Internet connection (for example, in a classroom, library, or home).

Q: How does my child get access to STRETCH-To-Go?
A: In order for your child to access STRETCH-To-Go, your child's teacher must have students enrolled in *FASTT Math* Next Generation.

If your child is having trouble accessing STRETCH-To-Go, please contact his or her teacher.

Q: Where does my child get his or her username and password?
A: Your child's teacher should give your child a *FASTT Math Next Generation* username and password. The STRETCH-To-Go username and password is the same.

If your child does not have a username or password for STRETCH-To-Go, please contact his or her teacher.

Q: How does my child get to the STRETCH-To-Go page?
A: Students may access STRETCH-To-Go from any computer with an Internet connection by going to www.fasttmath.com/stretch.

On your child's first log-in, he or she will have to:
1. Enter the **zip code** of his or her school district and click **OK**
2. Select the **school district name** from the pull down menu and click **GO**
3. Type in his or her *FASTT Math* **username and password**
4. Click **Go On**

On subsequent log-ins, your child will need to:
1. Type in his or her *FASTT Math* **username and password**
2. Click **Go On**