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