Welcome to 1,2,3 Math Fonts!

1, 2, 3 Math Fonts is an essential tool in the development of materials for the mathematics classroom. Use them to form your own creative worksheets, assessments, presentations and more!

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About the fonts...

1, 2, 3 Math Fonts has been specially created for math teachers. Every effort has been made to provide user-friendly fonts that will enhance your classroom teaching.

To make the fonts easy to find and use, all **1, 2, 3 Math Fonts** start with "123" and have been grouped together near the top of your font menu.

The following pages detail the keystrokes involved in each font. A detailed listing of each keystroke/symbol association is provided, followed by a short description of how each font is laid out on the keyboard.
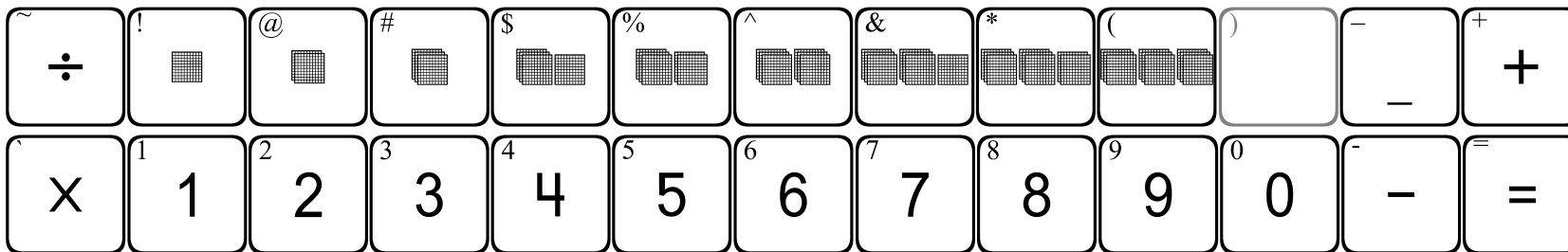
Some of the specialty fonts (that place one keystroke on top of another) may require you to strike the space bar several times after you've typed a symbol in order to avoid inadvertently placing one symbol on top of another.
Most of the fonts will be easier to see in larger sizes (48 and higher). Some fonts may appear incomplete on your computer screen when using smaller sizes, but will print clearly.
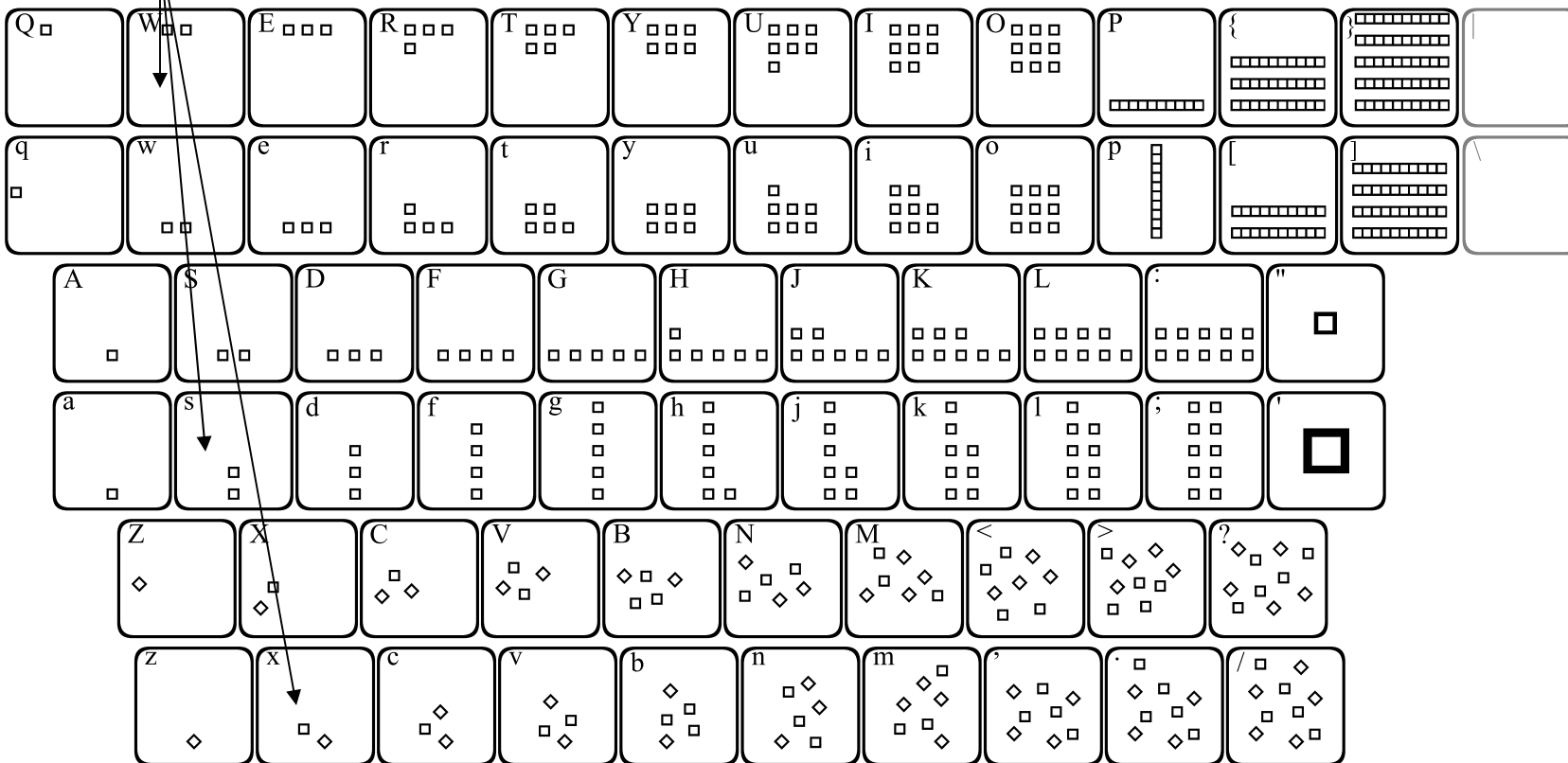
Keep in mind that all the features that work on your other installed fonts will also work on all of your **1, 2, 3 Math Fonts**. Thus, the **Bold** feature will make your font bolder, <u>Underline</u> will underline your font, and *Italicize* will italicize your font!

123Decimals

May require 2 or more keystrokes.
- When creating models with hundredths, use the lowercase qwerty row to first place a frame with the appropriate number of columns filled in.
- Use the uppercase QWERTY row to fill in the remaining hundredths.

Frames are shown only for reference and do not appear when typing.

NOTE: The number of filled columns and individual blocks on each key is equivalent to the number key above it.

Type rU to make

123Decimals can be used to create decimal models of tenths and hundredths.

To create hundredths, first type in the number of filled columns you need from the lowercase qwerty row. The image will appear, but the cursor will remain inside the frame. Next, type in the remaining hundredths that you need from the uppercase QWERTY row. They will appear in the inside the frame.

Tenths models are located on the asdf row.

123PlaceValue2D

NOTE: The number of items on each letter key is equal to the number key above it.
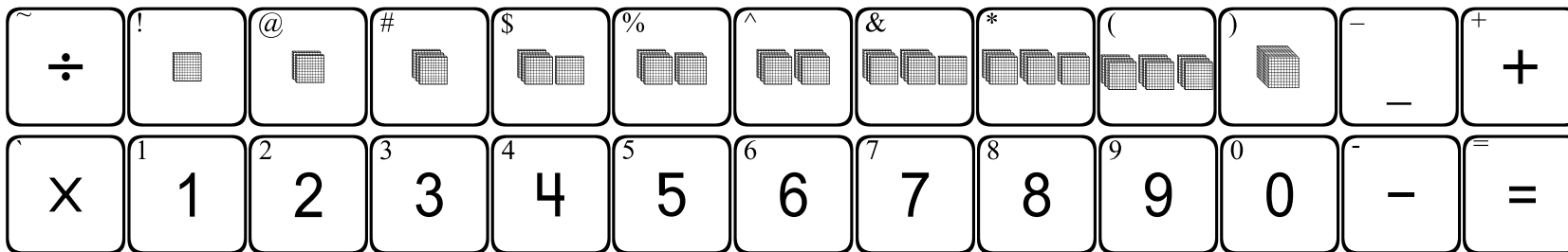
This font provides images of 2-dimensional squares that can be used in teaching number concepts and place value.
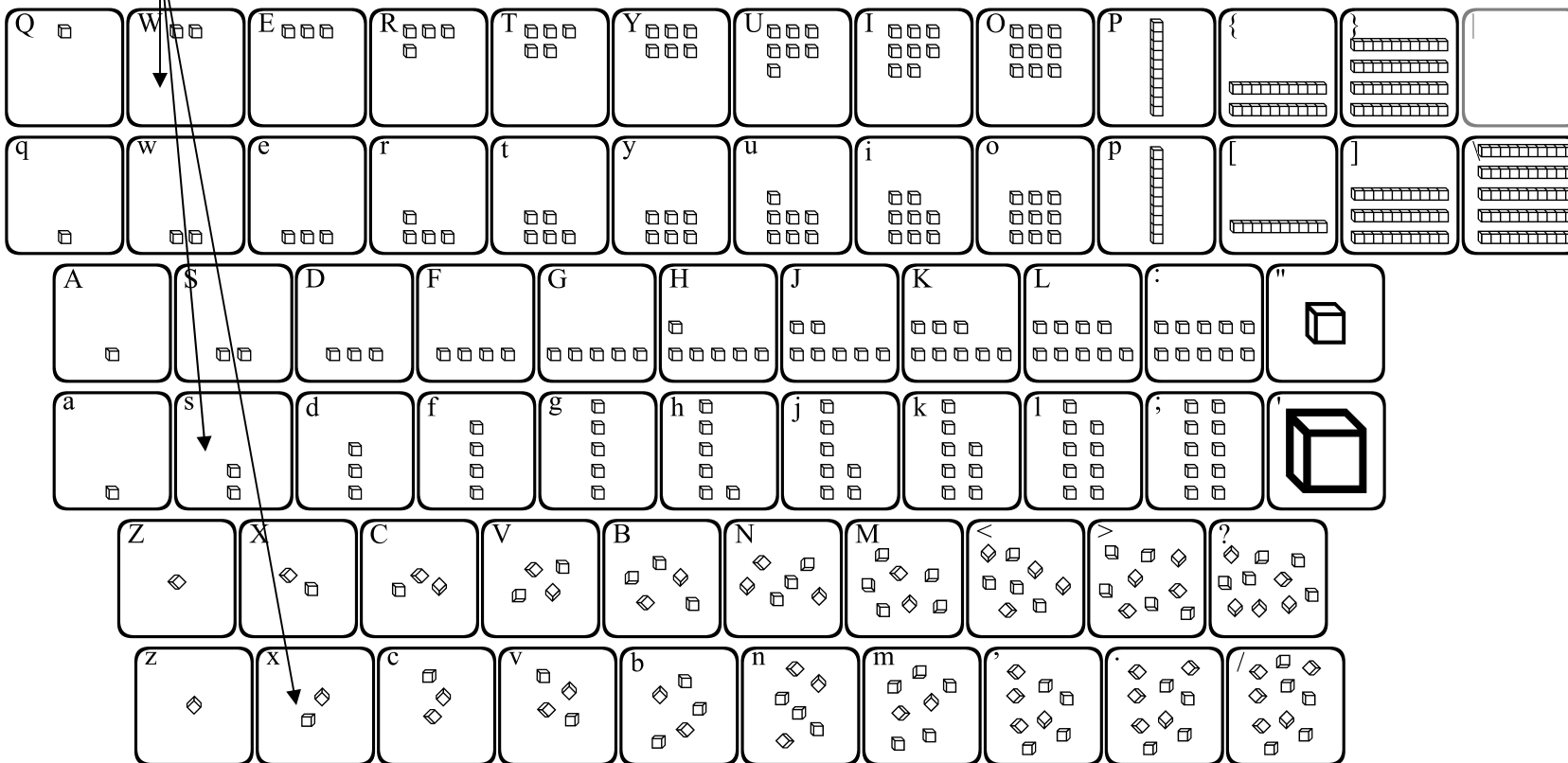
Pressing the SHIFT key with each number will give you a corresponding number of hundreds squares (SHIFT 1 = 1 hundred square, SHIFT 2 equals 2 hundred squares, etc.)

Each letter row shows the squares in a certain formation in ascending order. By using the SHIFT key with each letter row, you get the same number of squares, but in a different formation. The bracers, brackets and backslash show groups of ten squares (up to 5 groups stacked).

123PlaceValue3D

NOTE: The number of items on each letter key is equal to the number key above it.

This font provides images of 3-dimensional cubes that can be used in teaching number concepts and place value.

Pressing the SHIFT key with each number will give you a corresponding number of hundreds cubes (SHIFT 1 = 1 hundred cube, SHIFT 2 equals 2 hundred cubes, etc.)

Each letter row shows the cubes in a certain formation in ascending order. By using the SHIFT key with each letter row, you get the same number of cubes, but in a different formation. The bracers, brackets and backslash show groups of ten cubes (up to 5 groups stacked).