# first in math card of the day

First in Math Card of the Day: Boosting Math Skills One Card at a Time

**first in math card of the day** is more than just a daily activity—it's an engaging way to challenge young learners, sharpen problem-solving skills, and build confidence in mathematics. Whether you're a teacher, parent, or student, integrating the First in Math Card of the Day into your routine can make learning math interactive, fun, and effective. This article explores what the First in Math Card of the Day is all about, why it's so beneficial, and how to make the most of it in various learning environments.

## What Is the First in Math Card of the Day?

The First in Math Card of the Day is a daily math problem or challenge presented in a card format, designed to inspire critical thinking and reinforce math concepts. These cards come from the First in Math program, a popular online platform that encourages students to practice math through games and challenges. The Card of the Day is a focused problem that targets specific skills such as addition, subtraction, multiplication, division, fractions, or even logic puzzles.

By concentrating on one problem a day, students gradually build fluency and mastery without feeling overwhelmed. It's an excellent way to introduce variety and excitement into daily math practice.

### How Does the Card of the Day Work?

Every day, a new math card is released, presenting a unique problem tailored to different grade levels and abilities. The problem can be accessed online or through printed materials, depending on the school or program setup. Students are encouraged to solve the problem independently or collaboratively, then compare answers and discuss strategies.

This consistent, bite-sized approach helps students develop a habit of daily math practice, which is crucial for long-term success. The Card of the Day often includes hints or tips, helping learners navigate tricky problems and fostering a growth mindset.

## Why the First in Math Card of the Day Is Effective

The power of the First in Math Card of the Day lies in its simplicity and consistency. Let's delve into the reasons why this approach works so well for students at various levels.

### Encourages Daily Math Practice

One of the biggest challenges in math education is maintaining regular practice. The Card of the Day

creates a structured yet manageable routine. Students look forward to the daily challenge, which helps reduce math anxiety and increases engagement. Over time, this regular exposure solidifies foundational skills and introduces new concepts in a low-pressure format.

## Develops Problem-Solving Skills

Beyond computation, the Card of the Day promotes critical thinking. Many cards require students to apply logic, recognize patterns, or use multiple steps to find solutions. This kind of thinking is essential not just for math tests but for real-world applications, helping learners become analytical thinkers.

## Supports Differentiated Learning

Because the cards vary in difficulty, educators can tailor daily challenges to meet the needs of diverse learners. Advanced students can tackle more complex problems, while those needing extra support can focus on foundational skills. This personalized approach ensures that every learner benefits from the Card of the Day.

# Integrating the First in Math Card of the Day into Your Routine

Introducing the Card of the Day into classrooms or homes can be simple and rewarding. Here are some practical ways to maximize its impact.

## For Teachers: Creating an Engaging Math Culture

Teachers can use the First in Math Card of the Day as a warm-up activity to kickstart math lessons. Displaying the card on a smartboard or projector invites the whole class to engage together. Encouraging group discussions about different solving methods fosters collaboration and deepens understanding.

Additionally, teachers can track student progress by setting goals related to the cards completed or mastered. Incorporating small rewards or recognition boosts motivation and builds a positive math environment.

## For Parents: Supporting Math Practice at Home

Parents can use the Card of the Day as a daily math ritual that strengthens math skills outside school hours. Setting aside just 10-15 minutes each day to work through the card with their child can make a significant difference. It also opens the door for meaningful conversations about math and its role in everyday life.

Moreover, parents can encourage children to explain their thinking aloud, which reinforces comprehension and language skills. Using the Card of the Day to spark curiosity helps children see math as a dynamic and approachable subject.

# Tips for Getting the Most Out of the First in Math Card of the Day

To maximize learning and enjoyment, consider these helpful strategies:

- **Set a consistent time:** Making the Card of the Day part of a routine helps establish good study habits.
- **Encourage multiple attempts:** If the problem is challenging, suggest trying different strategies rather than giving up.
- **Discuss solutions:** Talking through how the answer was reached deepens understanding and builds communication skills.
- **Use it as a launching point:** After solving the card, explore related math topics or create similar problems to extend learning.
- **Celebrate progress:** Recognize effort and improvement to keep motivation high.

# The Role of Technology and Online Platforms

The First in Math Card of the Day often comes as part of an online learning platform, which enhances accessibility and engagement. Interactive features such as instant feedback, timers, and leaderboards add a gamified element, making math practice feel like play rather than work.

Students can also track their progress over time, which provides a sense of accomplishment and encourages goal-setting. For schools embracing blended learning, the Card of the Day fits well into digital lesson plans and homework assignments.

## Benefits of Online Integration

- Immediate feedback helps students correct mistakes and learn in real-time.
- Interactive challenges cater to different learning styles.
- Teachers can monitor class performance and identify areas needing reinforcement.
- Students gain digital literacy skills alongside math proficiency.

# How the First in Math Card of the Day Supports Long-Term Math Achievement

Developing mastery in mathematics requires consistent, meaningful practice. The First in Math Card of the Day nurtures this by gradually increasing complexity and reinforcing concepts through repetition and application. It builds confidence, helps with retention, and reduces the fear often associated with math.

Furthermore, the skills cultivated—such as logical reasoning, pattern recognition, and arithmetic fluency—are foundational for higher-level math topics and STEM fields. By making math approachable and enjoyable, the Card of the Day helps create lifelong learners who appreciate the beauty and utility of mathematics.

As more educators and families incorporate the First in Math Card of the Day into their routines, its impact continues to grow, shaping a generation of students equipped with strong math skills and a positive attitude toward learning.

# Frequently Asked Questions

## What is the 'First in Math Card of the Day' program?

The 'First in Math Card of the Day' is a daily math challenge that presents students with a unique problem or puzzle to solve, designed to build math skills and encourage regular practice.

## How can students access the 'First in Math Card of the Day'?

Students can access the 'First in Math Card of the Day' through the First in Math website or app, where a new card is posted each day for users to solve.

## What types of math problems are featured in the 'First in Math Card of the Day'?

The problems typically cover a range of topics including arithmetic, geometry, logic puzzles, and number patterns, aimed at engaging students in critical thinking.

## How does the 'First in Math Card of the Day' benefit students?

It helps improve students’ problem-solving skills, reinforces math concepts, promotes daily practice, and builds confidence in math through interactive challenges.

## Is the 'First in Math Card of the Day' suitable for all grade levels?

Yes, the program offers problems at varying difficulty levels, making it suitable for a wide range of grades from elementary through middle school.

## Can teachers use the 'First in Math Card of the Day' in their classrooms?

Absolutely, teachers can incorporate the daily card into their lesson plans to motivate students and provide a quick, engaging math warm-up activity.

## Are there rewards or incentives associated with completing the 'First in Math Card of the Day'?

Many implementations of the program include point systems, badges, or certificates to reward students for consistent participation and correct answers.

## How does the 'First in Math Card of the Day' encourage parental involvement?

Parents can participate by reviewing the daily problems with their children, encouraging discussion, and supporting learning outside of school hours.

## Is the 'First in Math Card of the Day' aligned with educational standards?

Yes, the problems are designed to align with Common Core and other state math standards to ensure relevant and meaningful practice.

## Where can educators find additional resources related to the 'First in Math Card of the Day'?

Educators can visit the official First in Math website, where they can find lesson plans, instructional guides, and community forums for sharing ideas and support.

# Additional Resources

First in Math Card of the Day: A Closer Look at Its Educational Impact and User Engagement

**first in math card of the day** has become a noteworthy feature within the First in Math program, gaining attention for its potential to enhance daily math practice and foster student engagement. As an integral part of a comprehensive online math platform, the "Card of the Day" offers a unique blend of challenge and accessibility, designed to motivate learners and reinforce mathematical concepts through consistent, bite-sized exercises. This article delves into the mechanics, educational value, and broader implications of the First in Math Card of the Day, contextualizing its role in modern math education.

# Understanding the First in Math Card of the Day

The First in Math Card of the Day is a daily interactive challenge presented to users of the First in Math program, a widely adopted educational tool aimed at K-8 students. Each card presents a math problem or puzzle, often designed to stimulate critical thinking, problem-solving, and computational fluency. By offering a new card every day, the program encourages regular engagement, transforming math practice from a chore into a daily habit.

Unlike traditional worksheets or random problem sets, the Card of the Day is curated to align with curriculum standards while balancing difficulty to appeal to a broad range of skill levels. The format supports incremental learning, allowing students to build confidence as they progress through increasingly complex challenges.

## Features and Functionalities

The appeal of the First in Math Card of the Day lies in its thoughtful design and integration within the broader platform. Key features include:

- **Daily Accessibility:** The card refreshes every day, providing fresh material that keeps users engaged and minimizes repetitive practice fatigue.
- **Adaptive Difficulty:** Problems range from basic arithmetic to advanced reasoning, catering to different proficiency levels within the K-8 spectrum.
- **Immediate Feedback:** Students receive instant validation of their answers, reinforcing learning and allowing for quick correction of misconceptions.
- **Progress Tracking:** The system records performance over time, enabling teachers and parents to monitor growth and identify areas needing improvement.
- **Gamification Elements:** Points, badges, and leaderboards tied to daily card performance provide extrinsic motivation, blending learning with game-like rewards.

These features collectively enhance the user experience, making math practice both structured and engaging.

# Educational Impact of the Card of the Day

Research in educational psychology underscores the value of consistent practice and spaced repetition in mastering mathematical concepts. The First in Math Card of the Day capitalizes on this principle by encouraging daily interaction with math problems, which can significantly improve retention and conceptual understanding.

Moreover, the variety embedded within the cards exposes students to multiple problem types and mathematical domains. This diversity promotes flexible thinking and adaptability, critical skills for success in standardized tests and real-world applications.

## Comparative Effectiveness

When compared to static worksheets or one-time practice sessions, the Card of the Day system offers several advantages:

- **Engagement:** The daily refreshing content and gamified rewards keep students returning consistently, a challenge for traditional homework formats.
- **Customization:** Unlike generic paper assignments, the platform adapts to individual skill levels, pushing learners just beyond their comfort zones.
- **Data-Driven Insights:** Teachers gain access to detailed analytics, enabling targeted interventions rather than one-size-fits-all instruction.

However, some educators note that the digital format may require access to reliable devices and internet connectivity, potentially limiting accessibility for some students. Additionally, while gamification motivates many learners, it may distract others from deeper conceptual engagement if not balanced carefully.

# Integration Within the First in Math Ecosystem

The Card of the Day is not a standalone tool; it functions as part of the comprehensive First in Math program, which includes an extensive suite of games, challenges, and instructional materials. This integration enables a seamless learning experience where students can apply skills practiced on the card to more complex games or collaborative challenges.

## Teacher and Parent Perspectives

Feedback from educators highlights the Card of the Day as a valuable resource for daily warm-ups or bell ringers. Its brevity fits well within classroom time constraints, while its adaptability supports differentiated instruction. Parents appreciate the structured yet fun way it encourages math practice at home, providing a bridge between school and family learning environments.

## Student Engagement and Motivation

Many students report enjoying the daily challenge aspect, especially when it is linked to earning

points or climbing leaderboards. This sense of progression and achievement can be particularly impactful for reluctant math learners, transforming attitude and boosting confidence.

## SEO-Optimized Insights on Usage and Benefits

For educators, parents, and institutions searching for effective math practice solutions, the First in Math Card of the Day represents a practical, research-backed option. Keywords such as "daily math challenge," "interactive math problems," "online math practice," and "math skill building" frequently associate with the card due to its consistent use in these contexts.

Emerging trends in educational technology emphasize personalized learning pathways and microlearning—both well exemplified by the Card of the Day feature. Its concise format aligns with best practices for cognitive load management, making it easier for students to absorb and retain complex material.

## Potential Areas for Enhancement

While the card provides numerous benefits, ongoing improvements could further elevate its effectiveness:

1. **Accessibility Features:** Expanding support for learners with disabilities, including audio prompts and adjustable visual settings.
2. **Expanded Curriculum Coverage:** Incorporating more content aligned to diverse standards beyond common core to serve a broader demographic.
3. **Enhanced Feedback Mechanisms:** Offering detailed explanations or hints to deepen conceptual understanding rather than simple right/wrong responses.

Such enhancements would address varied learner needs and deepen the educational value of the daily card experience.

The First in Math Card of the Day stands as a compelling example of how daily, targeted practice can be delivered through digital platforms to foster math fluency and enthusiasm. Its widespread adoption reflects an ongoing shift toward integrating technology in classrooms and homes to support continuous, personalized learning.

## First In Math Card Of The Day

**first in math card of the day:** Guided Math Workshop Laney Sammons, Donna Boucher, 2017-03-01 This must-have resource helps teachers successfully plan, organize, implement, and

manage Guided Math Workshop. It provides practical strategies for structure and implementation to allow time for teachers to conduct small-group lessons and math conferences to target student needs. The tested resources and strategies for organization and management help to promote student independence and provide opportunities for ongoing practice of previously mastered concepts and skills. With sample workstations and mathematical tasks and problems for a variety of grade levels, this guide is sure to provide the information that teachers need to minimize preparation time and meet the needs of all students.

**first in math card of the day:** Writing in Math Class Marilyn Burns, 1995 Writing in Math Class presents a clear and persuasive case for making writing a part of math instruction. Author and master teacher Marilyn Burns explains why students should write in math class, describes five different types of writing assignments for math, and offer tips and suggestions for teachers. In her usual engaging style, Marilyn Burns tells what happened in actual classrooms when writing was incorporated into math lessons. Illustrated throughout with student work. With a foreword by Susan Ohanian.

**first in math card of the day: Explorations 1 in Math** Betty Coombs, 1993

**first in math card of the day: Start Exploring Nonfiction Reading in Mathematics** ,

**first in math card of the day:** *Supporting English Language Learners in Math Class, Grades K-2* Rusty Bresser, Kathy Melanese, Christine Sphar, 2009 An interactive resource designed to help schools implement effective instructional practices that create sustainable results for English language learners. These research-based materials assist educators with simultaneously developing students' mastery of mathematics and their academic language development.--from package.

**first in math card of the day: Boys' Life** , 1991-01 Boys' Life is the official youth magazine for the Boy Scouts of America. Published since 1911, it contains a proven mix of news, nature, sports, history, fiction, science, comics, and Scouting.

**first in math card of the day: Mathematical Card Magic** Colm Mulcahy, 2013-09-04 Mathematical card effects offer both beginning and experienced magicians an opportunity to entertain with a minimum of props. Featuring mostly original creations, Mathematical Card Magic: Fifty-Two New Effects presents an entertaining look at new mathematically based card tricks. Each chapter contains four card effects, generally starting with simple applications of a particular mathematical principle and ending with more complex ones. Practice a handful of the introductory effects and, in no time, you'll establish your reputation as a mathemagician. Delve a little deeper into each chapter and the mathematics gets more interesting. The author explains the mathematics as needed in an easy-to-follow way. He also provides additional details, background, and suggestions for further explorations. Suitable for recreational math buffs and amateur card lovers or as a text in a first-year seminar, this color book offers a diverse collection of new mathemagic principles and effects.

**first in math card of the day: How to Teach Your Baby Math** Glenn Doman, Janet Doman, 2014-02-05 *** OVER 13 MILLION COPIES SOLD*** Time and again, the work performed at The Institutes for the Achievement of Human Potential has demonstrated that children from birth to age six are capable of learning better and faster than older children. How To Teach Your Baby To Read shows just how easy it is to teach a young child to read, while How To Teach Your Baby Math presents the simple steps for teaching mathematics through the development of thinking and reasoning skills. Both books explain how to begin and expand each program, how to make and organize necessary materials, and how to more fully develop your child's reading and math potential. How to Give Your Baby Encyclopedic Knowledge shows how simple it is to develop a program that cultivates a young child's awareness and understanding of the arts, science, and nature—to recognize the insects in the garden, to learn about the countries of the world, to discover the beauty of a Van Gogh painting, and much more. How To Multiply Your Baby's Intelligence provides a comprehensive program for teaching your young child how to read, to understand mathematics, and to literally multiply his or her overall learning potential in preparation for a lifetime of success. The Gentle Revolution Series: The Institutes for the Achievement of Human

Potential has been successfully serving children and teaching parents for five decades. Its goal has been to significantly improve the intellectual, physical, and social development of all children. The groundbreaking methods and techniques of The Institutes have set the standards in early childhood education. As a result, the books written by Glenn Doman, founder of this organization, have become the all-time best-selling parenting series in the United States and the world.

**first in math card of the day: Views and Beliefs in Mathematics Education** Benjamin Rott, Günter Törner, Joyce Peters-Dasdemir, Anne Möller, Safrudiannur, 2018-12-14 The book is made up of 21 chapters from 25 presentations at the 23rd MAVI conference in Essen, which featured Alan Schoenfeld as keynote speaker. Of major interest to MAVI participants is the relationship between teachers' professed beliefs and classroom practice. The first section is dedicated to classroom practices and beliefs regarding those practices, taking a look at prospective or practicing teachers' views of different practices such as decision-making, the roles of explanations, problem-solving, patterning, and the use of play. The focus of the second section in this book deals with teacher change, which is notoriously difficult, even when the teachers themselves are interested in changing their practice. The third section of this book centers on the undercurrents of teaching and learning mathematics, what rises in various situations, causing tensions and inconsistencies. The last section of this book takes a look at emerging themes in affect-related research. In this section, papers discuss attitudes towards assessment.

**first in math card of the day: Learn To Live Volume-1** Swami Jagadatmananda, 2022-07-19 Swami Jagadatmananda, the author of this two-volume book, was a senior monk of the Ramakrishna Order who had worked with and guided youth in India. He first wrote it in Kannada. It became a bestseller and was therefore translated into English. The 250-page book has about 100 self-explanatory heads making it highly readable and interesting to the readers. The purpose of the book is to help all people, especially the youth, in cultivating and controlling their minds and hearts and making them spiritually strong, courageous and upright. The author presents a philosophy for life with interesting incidents, illustrations, examples and insights from all over the world to guide and goad the readers to achieve excellence and reap success. The readers can have this book as a manual for right living.

**first in math card of the day:** The Youth's Companion Nathaniel Willis, Daniel Sharp Ford, 1881 Includes music.

**first in math card of the day: Winning at the Card Game of Life** Bob McGlenn, 2009-06-10 Do you want to be successful? Of course, you say, everyone wants to be successful, yet how many people know what it takes or how to develop what it takes or even know what it looks like? Is success fame or wealth, or is it something else? Not everyone can be famous or rich, yet everyone can be successful. Success is within the grasp of anyone who learns how to turn the cards they were dealt into a winning hand. Winning at the Card Game of Life not only identifies the behaviors and approach involved in someone being successful, but also how you can develop those same skills yourself. Through the example of everyday people who achieved success, you can see how you too can win at the card game of life. ********** Everyone wants to succeed . . . and everyone can. Winning at the Card Game of Life shows how success does not depend upon the cards you were dealt, but rather how you play them. Success starts with learning how commitment, attitude, resources, decision making, and scheme (CARDS) make up the foundation of all successful people. A journey through the lives of twenty-three seemingly commonyet also dedicated, inspirational, and successful peopleconfirms the books premise that there are many roads to success. To help the reader with their own journey to success, there are exercises included in the book for self-exploration and skill development. The lessons, role models, and tools found in Winning at the Card Game of Life show how anyone can turn the cards they were dealt into a winning hand. ********** Winning at the Card Game of Life is a book that was designed with the young adult in mind but is applicable to anyone who is seeking the road to success. The basic premise of the book is that Success depends not on the cards you were dealt, but rather on how you play them. There are twenty-three stories of successful people, such as a circus clown, a chief of

police, and a POW who, through the course of their lives, reached a level of personal success. The book reveals that their success is hidden in the CARDS, which stands for: commitment, attitude, resources, decision making, and scheme. The book concludes with identifying how the reader can develop and apply these attributes to their journey to success. There are also exercises in the book that can be used in the classroom to teach theses concepts. Winning at the Card Game of Life is for anyone who wants to create and achieve a successful life. Based upon the basic premise that Success depends not on the cards you were dealt, but rather on how you play them, the book reveals how everyone can be successful. Through the use of twenty-three life stories of noncelebrity yet successful people as examples, Dr. McGlenn develops the concept that success is hidden in the CARDS and how everyone can design their own blueprint for success.

**first in math card of the day: The Art of Learning Math** Susan Midlarsky, 2024-07-23 Many parents and teachers struggle with math. How many times have you heard, “I hate math,” “Math is not my thing,” or, “I can’t do math”? In our culture, innumeracy is acceptable. This acceptance fails to account for innumeracy’s lifelong consequences, from not understanding statistics used in science and news to difficulty managing finances. The Art of Learning Math is a journey into what makes math meaningful. It takes the reader through the developmental stages of learning math, from infancy to adulthood. It weaves stories, examples, research references, reasons, the arts, and evolutionary understandings to make it relevant and comprehensible to readers. It also provides concrete, actionable tools to help the reader be successful in their endeavor, whether that is to educate groups of children, their own children, or themselves.

**first in math card of the day:** Diddlysquat Wilkie Lee Jernigan, 2012-09 Diddlysquat is something you may have never heard about. It is something you do not know, something others do not know, and something only God knows. In this book, you will discover many things that will amuse, befuddle, irritate, tickle, and astonish you. It is a book for trivia lovers, sports lovers (especially football), life lovers, love lovers, and church lovers--although that last one may not be on the positive side. There are many discoveries presented here that will simplify your understanding of many things unknown to you. Most of all, there are literary snippets that relate to life and what you believe in. Prepare to learn more about religion, life, and history--and sometimes laugh at the truths that are worded so well they can hurt you. Diddlysquat, by Wilkie Lee Jernigan, is work that is both entertaining and candid--painfully--in its every leaf. About the Author Wilkie Lee Jernigan was born in North Carolina but now lives in Virginia. He and his wife, Marie, have been in Chesapeake for the past eighteen years. Aside from his career in the Navy, he also worked for the postal service. Writing is something he does to occupy his time and this book is his first published work.

**first in math card of the day: Fields of Screams** Barry Reid, 2017-04-25 More than three million children between the ages of six and eighteen played for organized youth soccer teams in the United States last year. By far, most of them played in the novice and beginning divisions. Teams need coaches to guide them, particularly in those levels. With an average of two coaches per team, that means that approximately one hundred thousand coaches coached those kids last season. Very few leagues have an overabundance of youth coaches at their disposal. It is common for many soccer leagues to beg and plead with parents of soccer players to coach their childs team. Far too often, leagues pose the threat to parents that their sons or daughters might not be able to play that season, unless a parent of a player on the team without a coach steps up and decides to coach. If they dont coach, their childrens seasons may be over before they begin.

**first in math card of the day:** Mother Jones Magazine , 1993-09 Mother Jones is an award-winning national magazine widely respected for its groundbreaking investigative reporting and coverage of sustainability and environmental issues.

**first in math card of the day: Boys' Life** , 1991

**first in math card of the day: Health Psychophysiology** S. Suter, 2014-06-03 Most military researchers who have attempted to measure organizational commitment have done so on an ad hoc basis, preferring to invent new items and scales rather than incorporate well-established measures. The purpose of this special issue is to reverse this trend by bringing military organizational

commitment research into the scientific mainstream and to do so in ways that will prove useful to military services while advancing organizational commitment theory and knowledge. This special issue grew out of a symposium conducted at the 1998 American Psychological Association Convention that arose when many in the field recognized the practical importance of measuring organizational commitment while maintaining a healthy concern for ensuring that this measurement was well-grounded in organizational commitment theory. Taken together, the articles in this issue demonstrate the concepts of affective and continuance commitment and their underlying measures by using them in different military samples and under a variety operational conditions.

**first in math card of the day:** Millionaires for the Month Stacy McAnulty, 2020-09-01 How would you spend five million dollars in 30 days? A billionaire's wallet, a bizarre challenge, and an unlikely friendship send two kids on a wild adventure. From the author of The Miscalculations of Lightning Girl. Felix Rannells and Benji Porter were never supposed to be field-trip partners. Felix is a rule follower. Benji is a rule bender. They're not friends. And they don't have anything to talk about. Until . . . They find a wallet. A wallet that belongs to tech billionaire Laura Friendly. They're totally going to return it-but not before Benji borrows twenty dollars to buy hot dogs. Because twenty dollars is like a penny to a billionaire, right? But a penny has value. A penny doubled every day for thirty days is $5,368,709.12! So that's exactly how much money Laura Friendly challenges Felix and Benji to spend. They have thirty days. They can't tell anyone. And there are LOTS of other rules. But if they succeed, they each get ten million dollars to spend however they want. Challenge accepted! They rent cool cars, go to Disney World, buy pizza for the whole school-and that's just the beginning! But money can't buy everything or fix every problem. And spending it isn't always as easy and fun as they thought it would be. . . . As smart as it is entertaining, Millionaires for the Month is a thought-provoking story about friendship, privilege, and the value of a penny.

**first in math card of the day: Congressional Record** United States. Congress, 2001 The Congressional Record is the official record of the proceedings and debates of the United States Congress. It is published daily when Congress is in session. The Congressional Record began publication in 1873. Debates for sessions prior to 1873 are recorded in The Debates and Proceedings in the Congress of the United States (1789-1824), the Register of Debates in Congress (1824-1837), and the Congressional Globe (1833-1873)

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