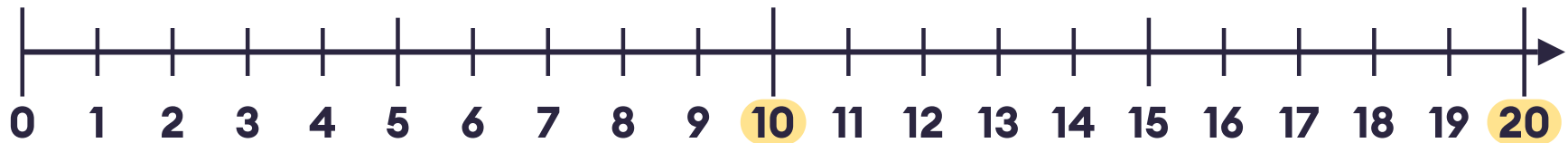




Number line 0-20

Start at 0. Every hop is one.



Put your finger on the first number.
Hop and say the next number each time.
Count the hops, not the marks.



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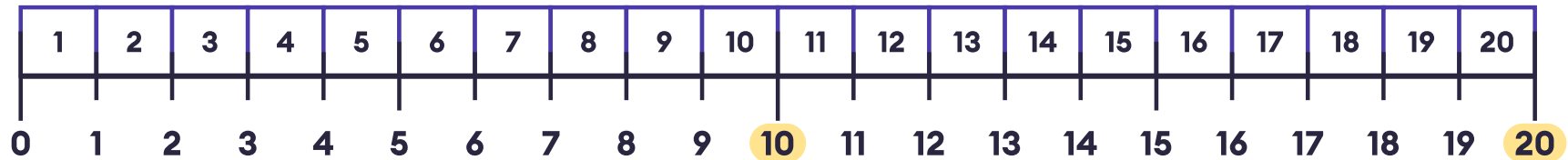
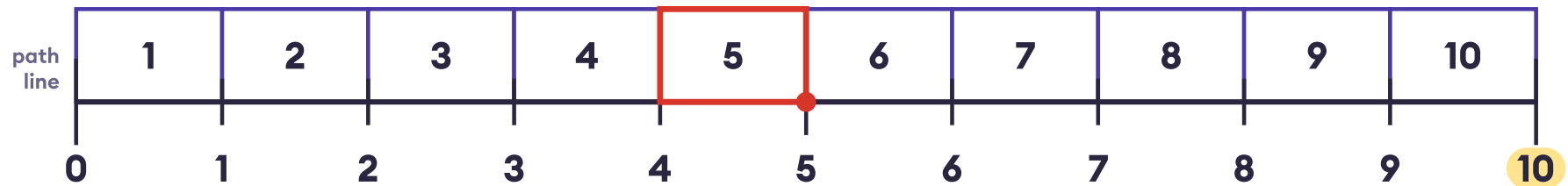




Number path and number line

Each box is one hop.

Box 5 ends at 5.



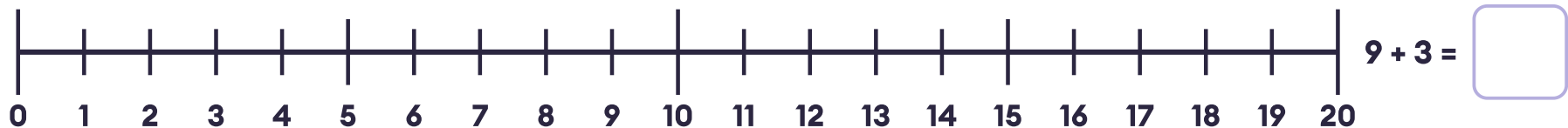
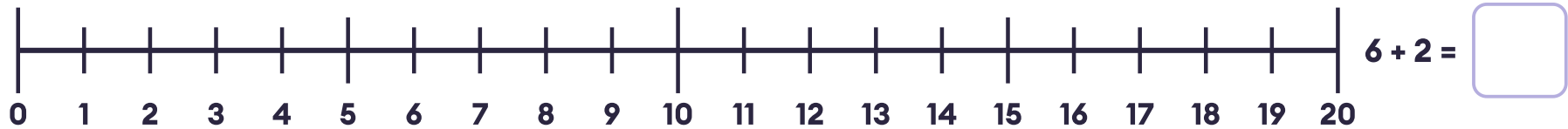
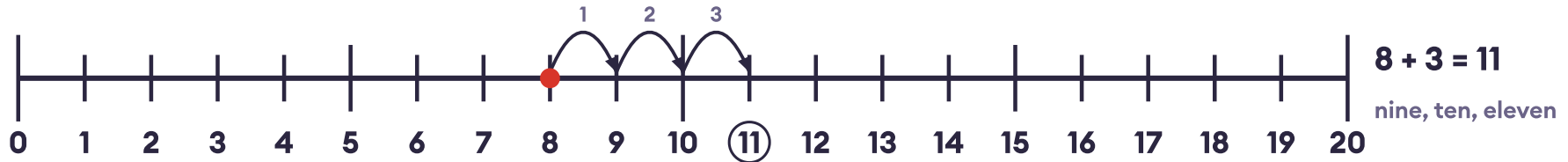
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Hop forward Finger on the first number. Then hop and count.



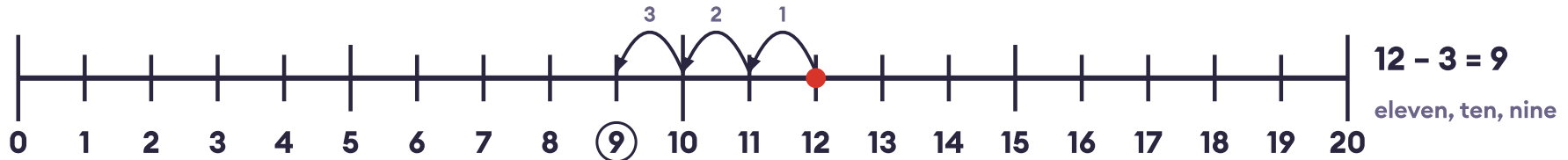
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Hop back Take away: hop back. Draw an arrow on each hop.



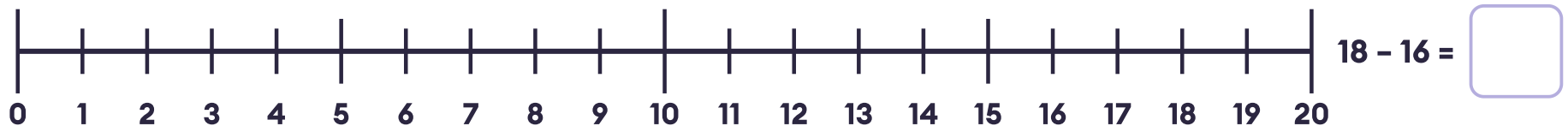
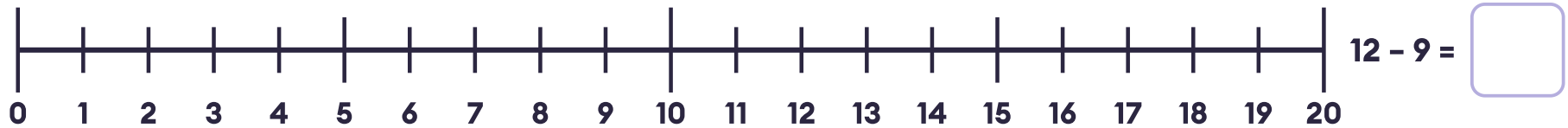
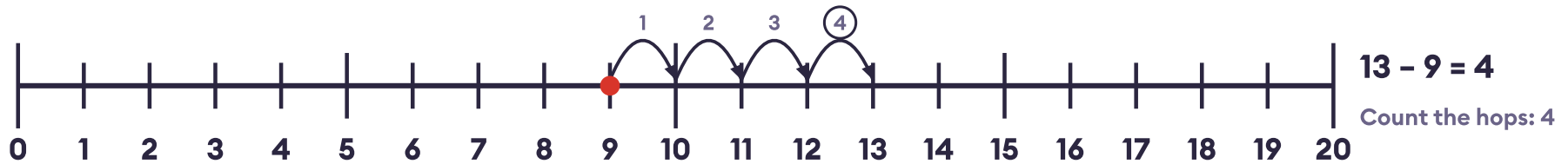
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Hop up How many more? Start on the small number. Count the hops.



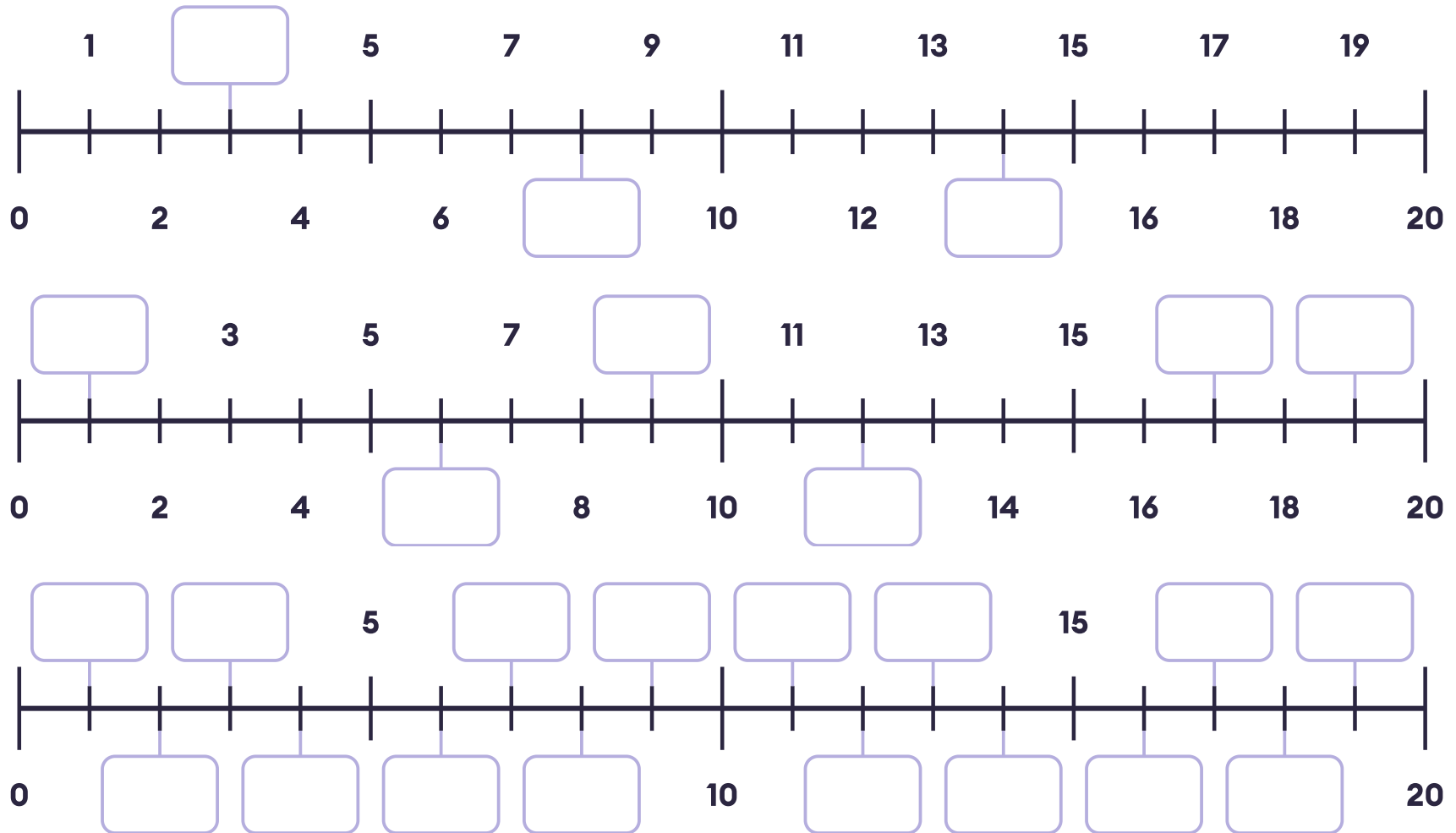
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Fill in the number line Count from 0. Write the numbers that are hiding. Check with page 1.



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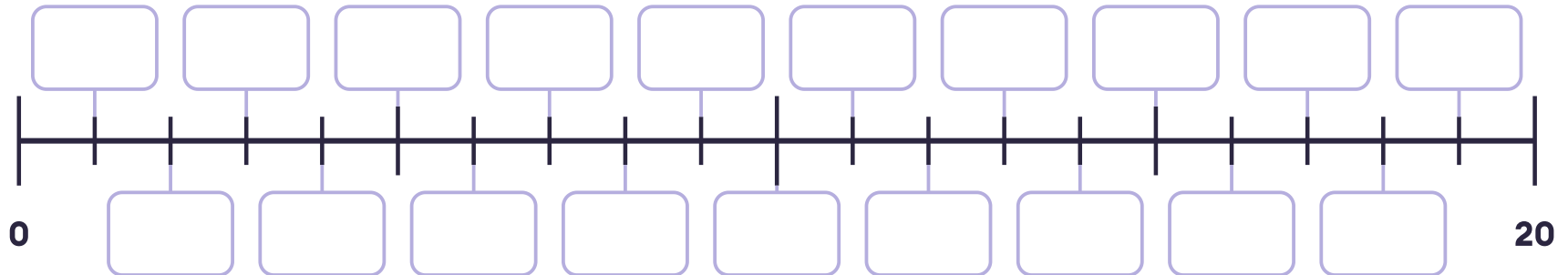
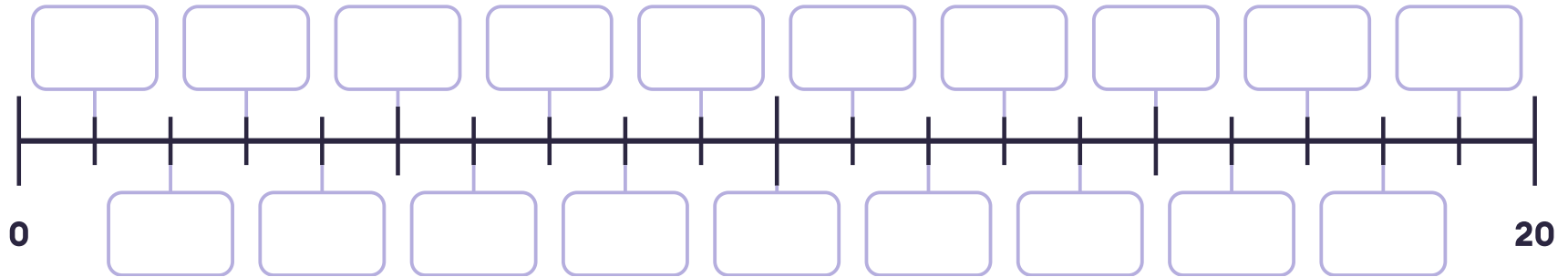
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Blank number line to 20

21 marks. Write the numbers 1 to 19. Check with page 1.



No boxes on this one: use it for your own hop problems.



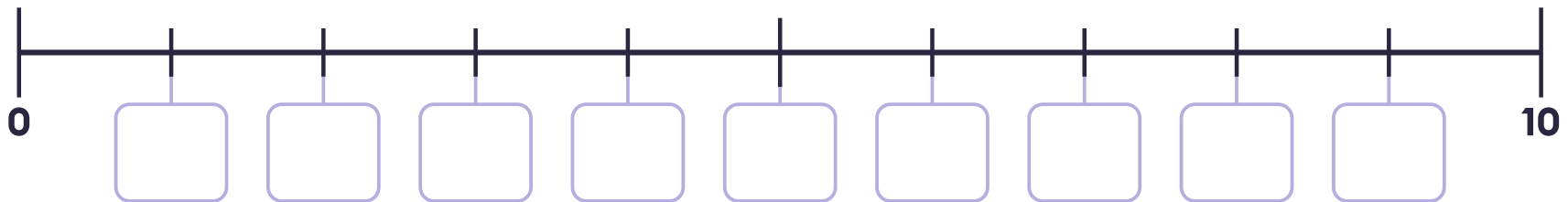
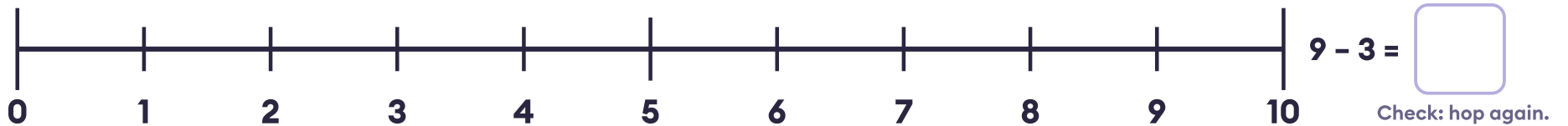
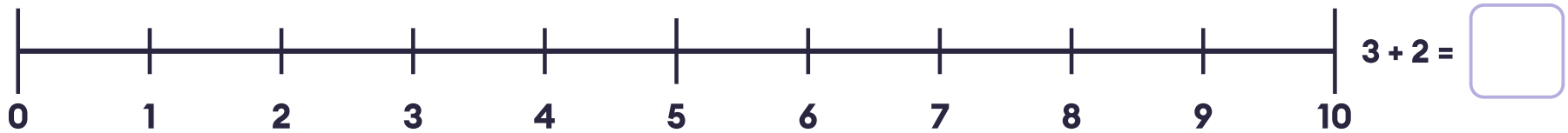
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Number line 0-10 Bigger hops for smaller fingers. Start here after the path.



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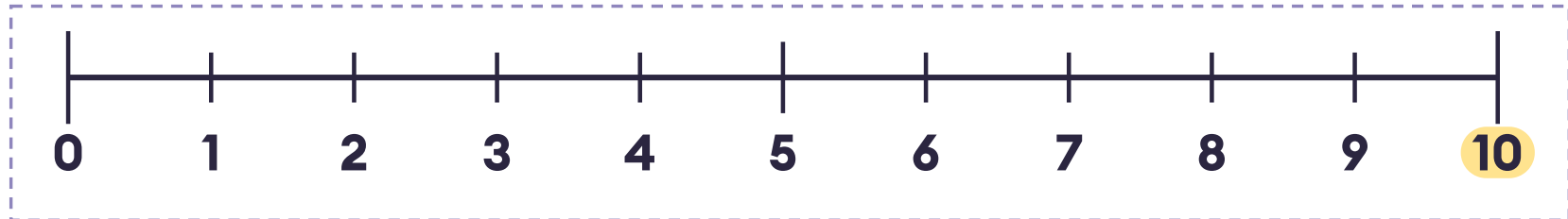




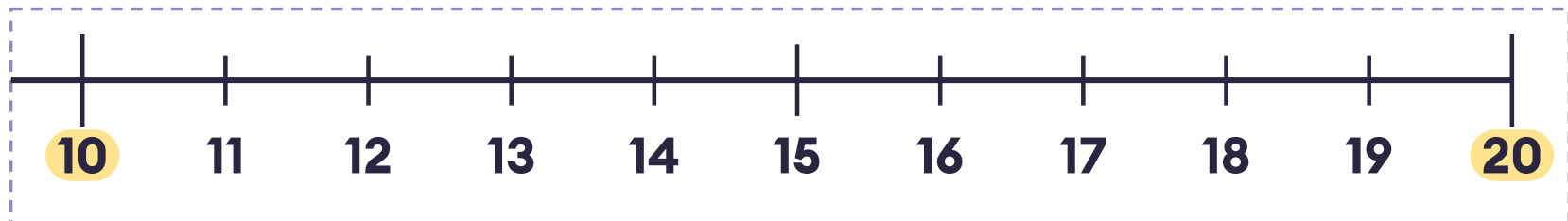
Desk number line

Cut out both strips. Lay strip 2 on top so the two 10s match, then tape.

Strip 1: 0 to 10



Strip 2: 10 to 20



Tape it to the table. Print two copies for two kids.



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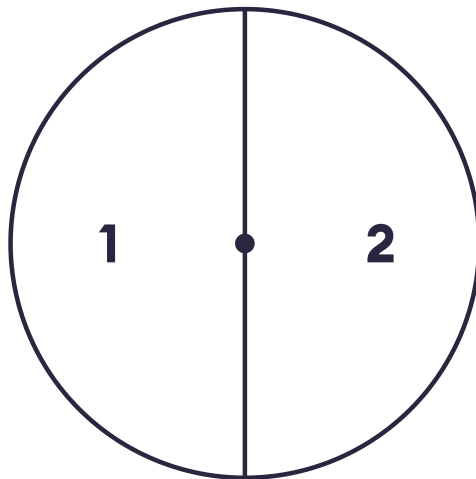
Race to 20

A board game for 2 players

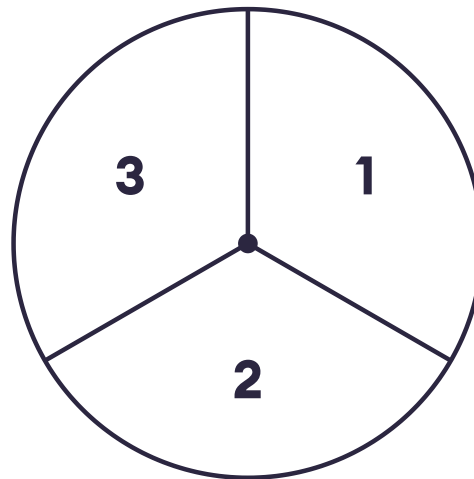
Start	1	2	3	4	5	6	7	8	9	10
10 lay on 10	11	12	13	14	15	16	17	18	19	20

Cut out both parts. Lay the pale 10 on square 10, then tape.

Kindergarten: 1 or 2



1st grade: 1, 2 or 3



How to play

1. Put a button or a dried bean on Start for each player.
2. Take turns: spin, then move that many squares.
3. Say the number on each square as you move.
4. First to 20 wins.

Spin a small paper clip around a pencil tip. Buttons and beans are small: play with an adult.



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