



# Jumping by Tens on a Number Line



# Counting by Tens From Any Number

Ones

0

10	20	30	40	50	60	70	80	90	100
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1

11	21	31	41	51	61	71	81	91	101
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2

12	22	32	42	52	62	72	82	92	102
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3

13	23	33	43	53	63	73	83	93	103
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4

14	24	34	44	54	64	74	84	94	104
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5

15	25	35	45	55	65	75	85	95	105
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6

16	26	36	46	56	66	76	86	96	106
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7

17	27	37	47	57	67	77	87	97	107
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8

18	28	38	48	58	68	78	88	98	108
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9

19	29	39	49	59	69	79	89	99	109
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Name \_\_\_\_\_

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11		31	41	51		71	81	91	
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12	22		42		62	72		92	102
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3

13	23	33	43		63	73		93	103
----	----	----	----	--	----	----	--	----	-----

4

14		34		54	64		84	94	104
----	--	----	--	----	----	--	----	----	-----

5

15		35	45		65	75	85	95	
----	--	----	----	--	----	----	----	----	--

6

16	26		46	56	66	76		96	106
----	----	--	----	----	----	----	--	----	-----

7

17	27	37		57	67		87	97	107
----	----	----	--	----	----	--	----	----	-----

8

18		38		58		78		98	
----	--	----	--	----	--	----	--	----	--

9

19	29				69	79	89		109
----	----	--	--	--	----	----	----	--	-----



Name \_\_\_\_\_

# Jumping by 10's

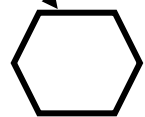
16

+10

26

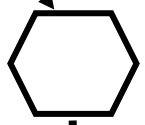
32

+10



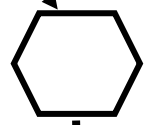
45

+10



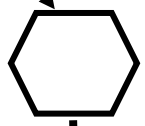
18

+10



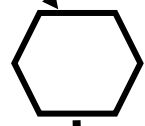
7

+10



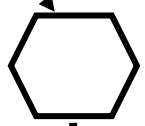
71

+10



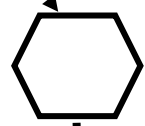
89

+10



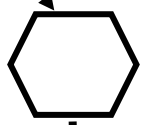
43

+10



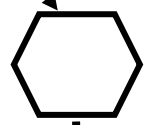
62

+10



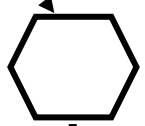
11

+10



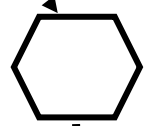
29

+10



54

+10



Name \_\_\_\_\_

# Jumping by 10's

4                      +10                      14

A horizontal number line with a vertical tick mark at 4 and another at 14. A dashed arrow points from 4 to 14, labeled '+10'. The number 14 is inside a hexagon.

34                      +10                     

A horizontal number line with a vertical tick mark at 34 and another at an empty hexagon. A dashed arrow points from 34 to the hexagon, labeled '+10'.

56                      +10                     

A horizontal number line with a vertical tick mark at 56 and another at an empty hexagon. A dashed arrow points from 56 to the hexagon, labeled '+10'.

48                      +10                     

A horizontal number line with a vertical tick mark at 48 and another at an empty hexagon. A dashed arrow points from 48 to the hexagon, labeled '+10'.

17                      +10                     

A horizontal number line with a vertical tick mark at 17 and another at an empty hexagon. A dashed arrow points from 17 to the hexagon, labeled '+10'.

77                      +10                     

A horizontal number line with a vertical tick mark at 77 and another at an empty hexagon. A dashed arrow points from 77 to the hexagon, labeled '+10'.

41                      +10                     

A horizontal number line with a vertical tick mark at 41 and another at an empty hexagon. A dashed arrow points from 41 to the hexagon, labeled '+10'.

59                      +10                     

A horizontal number line with a vertical tick mark at 59 and another at an empty hexagon. A dashed arrow points from 59 to the hexagon, labeled '+10'.

33                      +10                     

A horizontal number line with a vertical tick mark at 33 and another at an empty hexagon. A dashed arrow points from 33 to the hexagon, labeled '+10'.

2                      +10                     

A horizontal number line with a vertical tick mark at 2 and another at an empty hexagon. A dashed arrow points from 2 to the hexagon, labeled '+10'.

90                      +10                     

A horizontal number line with a vertical tick mark at 90 and another at an empty hexagon. A dashed arrow points from 90 to the hexagon, labeled '+10'.

75                      +10                     

A horizontal number line with a vertical tick mark at 75 and another at an empty hexagon. A dashed arrow points from 75 to the hexagon, labeled '+10'.

Name \_\_\_\_\_

# Jumping by 10's

**16**

A number line starting at 16. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**45**

A number line starting at 45. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**17**

A number line starting at 17. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**25**

A number line starting at 25. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**40**

A number line starting at 40. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**62**

A number line starting at 62. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**22**

A number line starting at 22. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**9**

A number line starting at 9. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**12**

A number line starting at 12. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**5**

A number line starting at 5. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**13**

A number line starting at 13. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**60**

A number line starting at 60. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

Name \_\_\_\_\_

# Jumping by 10's

**11**

A number line starting at 11. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**15**

A number line starting at 15. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**28**

A number line starting at 28. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**29**

A number line starting at 29. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**65**

A number line starting at 65. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**53**

A number line starting at 53. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**24**

A number line starting at 24. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**8**

A number line starting at 8. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**10**

A number line starting at 10. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**61**

A number line starting at 61. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**14**

A number line starting at 14. Three dashed arrows labeled '+10' point to three empty hexagons on the line.

**3**

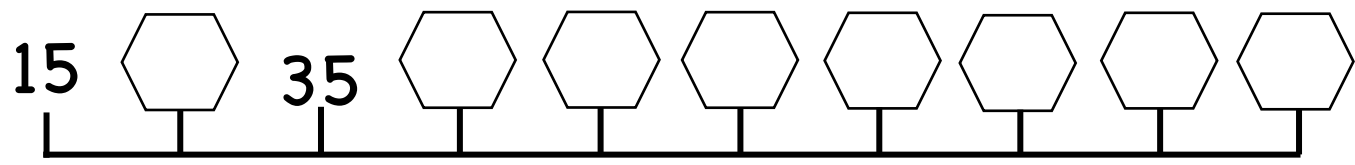
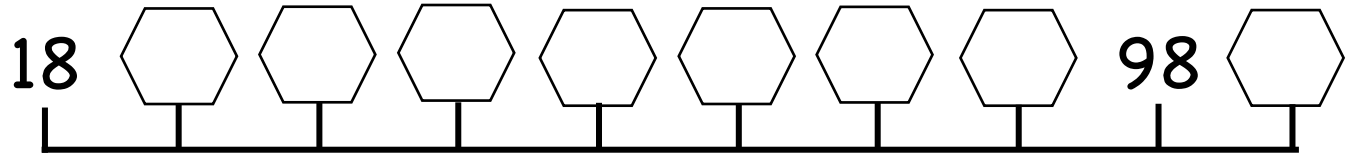
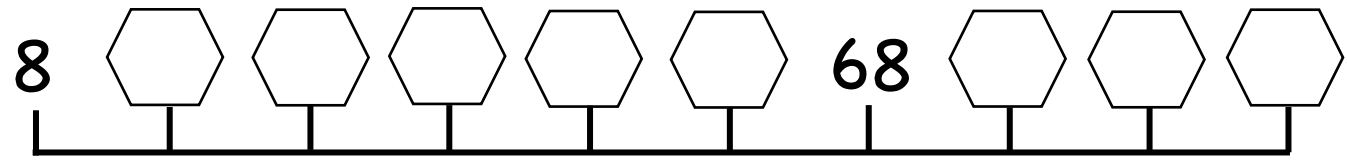
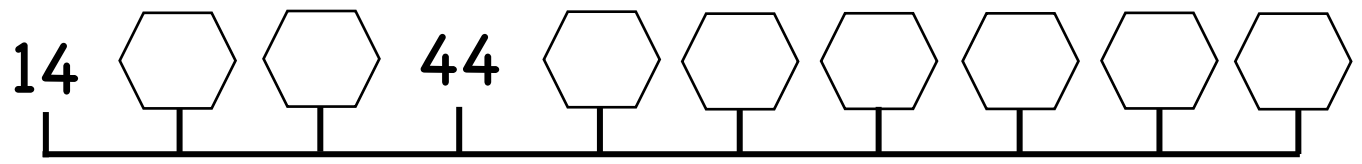
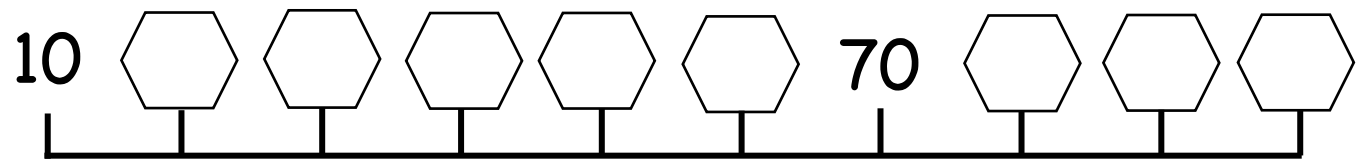
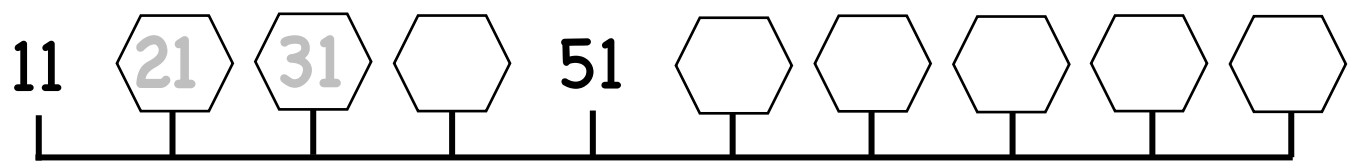
A number line starting at 3. Three dashed arrows labeled '+10' point to three empty hexagons on the line.





Name \_\_\_\_\_

### Number Line Fill-Ins Count by Tens



Name \_\_\_\_\_

### Jumping by 10's

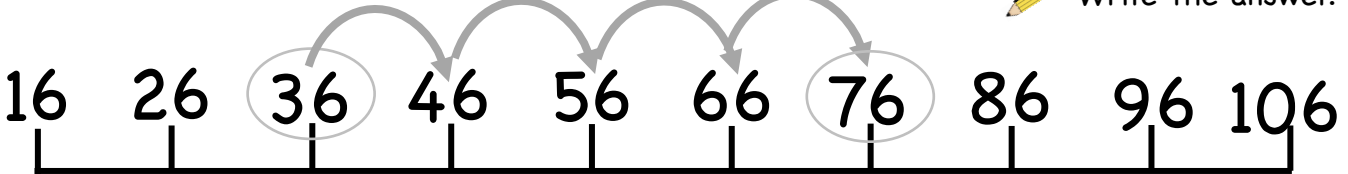
Circle the start number.

Show the jumps.

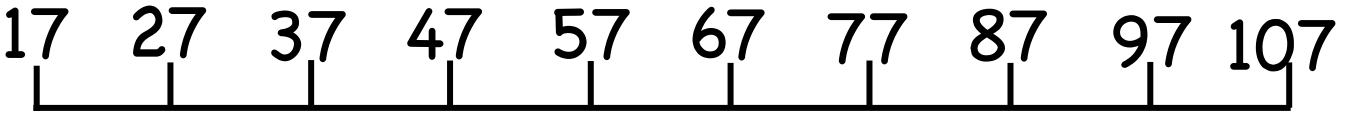
Circle the end number.

Write the answer.

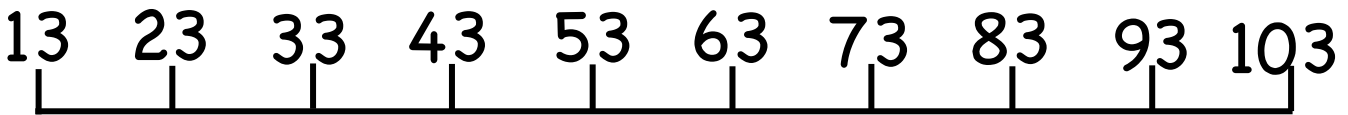
$$36 + 40 = \underline{76}$$



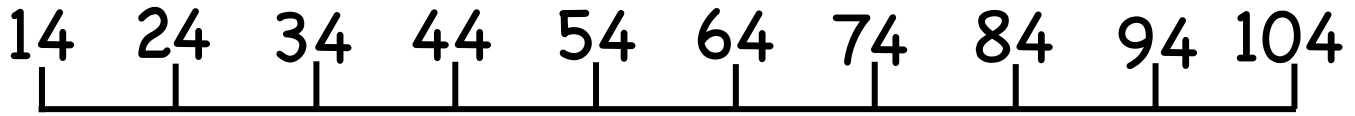
$$57 + 20 = \underline{\quad}$$



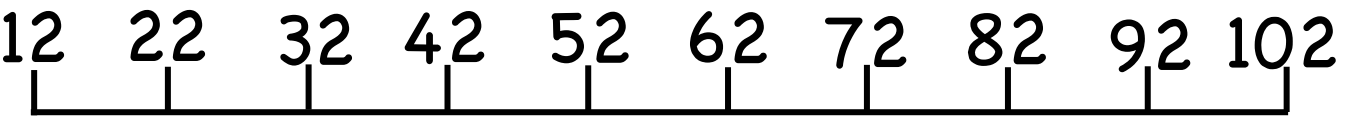
$$13 + 60 = \underline{\quad}$$



$$44 + 30 = \underline{\quad}$$



$$22 + 70 = \underline{\quad}$$



Name \_\_\_\_\_

### Jumping by 10's

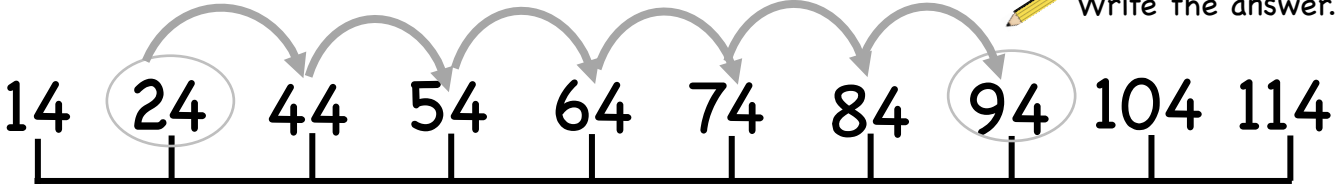
Circle the start number.

Show the jumps.

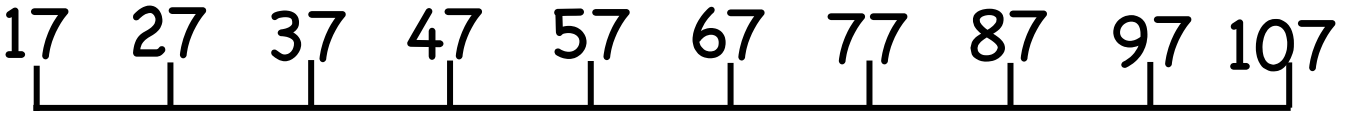
Circle the end number.

Write the answer.

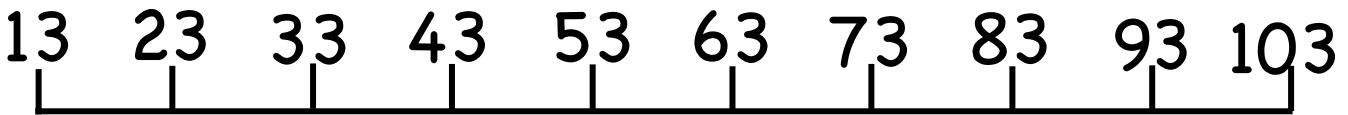
$$24 + 60 = \underline{94}$$



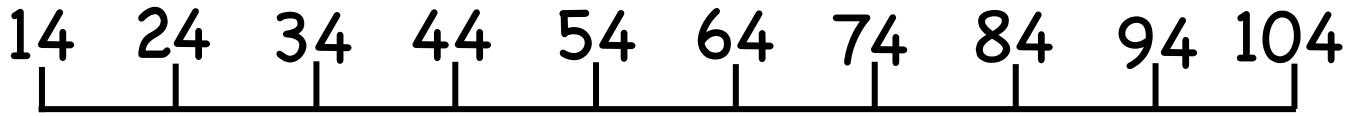
$$27 + 40 = \underline{\quad}$$



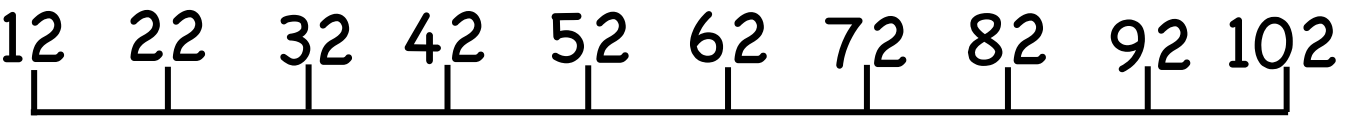
$$43 + 40 = \underline{\quad}$$



$$54 + 30 = \underline{\quad}$$



$$12 + 70 = \underline{\quad}$$



Name \_\_\_\_\_

## Jumping by 10's

1. Write the starting number from the equation.
2. Show the jumps.
3. Fill in the missing numbers to show your thinking.
4. Write the answer.



$$\begin{array}{ccc} 22 & + & 50 = \underline{\quad\quad} \\ \text{start} & & \text{jumps} \end{array}$$



$$\begin{array}{ccc} 31 & + & 40 = \underline{\quad\quad} \\ \text{start} & & \text{jumps} \end{array}$$



$$\begin{array}{ccc} 56 & + & 30 = \underline{\quad\quad} \\ \text{start} & & \text{jumps} \end{array}$$



$$\begin{array}{ccc} 25 & + & 20 = \underline{\quad\quad} \\ \text{start} & & \text{jumps} \end{array}$$

Name \_\_\_\_\_

# Jumping by 10's

1. Write the starting number from the equation.
2. Show the jumps.
3. Fill in the missing numbers to show your thinking.
4. Write the answer.



$$\begin{array}{ccc} \mathbf{14} & + & \mathbf{30} = \underline{\hspace{2cm}} \\ \text{start} & & \text{jumps} \end{array}$$



$$\begin{array}{ccc} \mathbf{26} & + & \mathbf{40} = \underline{\hspace{2cm}} \\ \text{start} & & \text{jumps} \end{array}$$



$$\begin{array}{ccc} \mathbf{44} & + & \mathbf{50} = \underline{\hspace{2cm}} \\ \text{start} & & \text{jumps} \end{array}$$



$$\begin{array}{ccc} \mathbf{25} & + & \mathbf{20} = \underline{\hspace{2cm}} \\ \text{start} & & \text{jumps} \end{array}$$