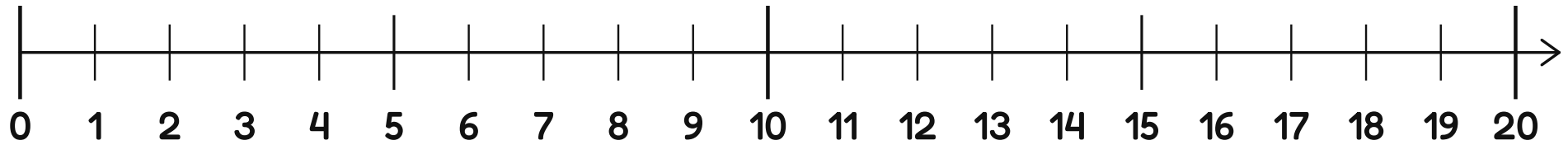


Number Line 0-20

1 / 3

Start at 0 and count the jumps, not the marks: 3 is three jumps from 0.



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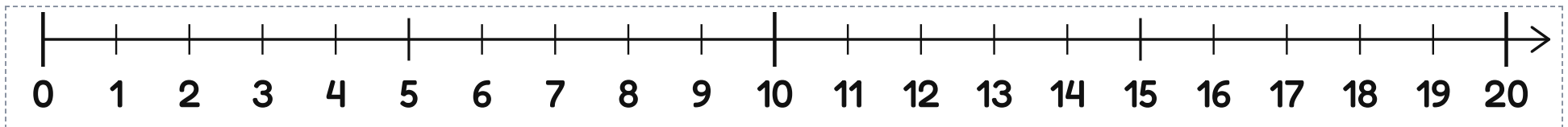
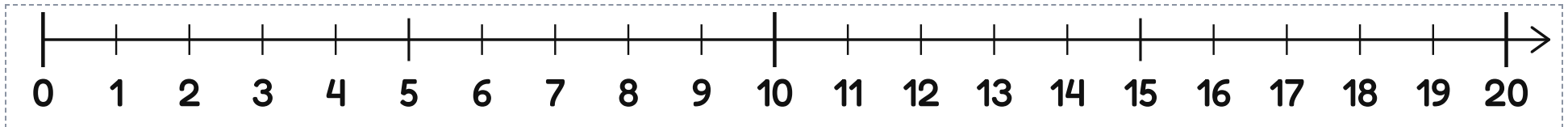
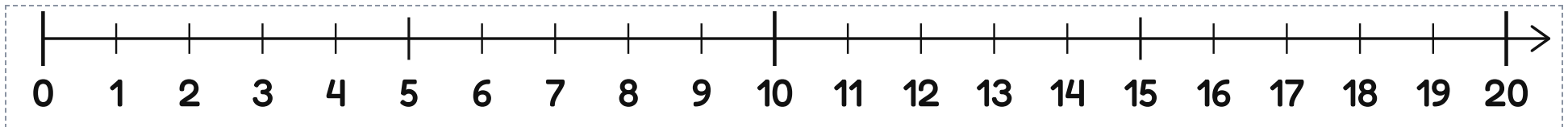
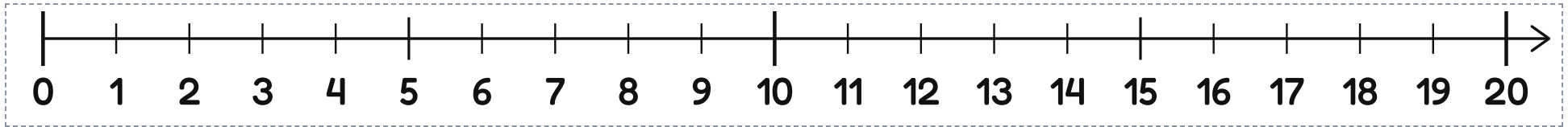
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Number Line 0-20: Desk Strips

2 / 3

Cut along the dashed lines: one strip for each child, or for each homework page.



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For Grown-Ups: How to Use These Number Lines

3 / 3

A few minutes at a time, with a finger or a small toy to hop along the line.

Why use it

A 0–20 line has a mark for every number and room for a finger to jump, which suits kindergarten and first grade better than a 0–100 line. The longer marks at 5, 10, 15, and 20 help your child find a number fast.

What it is good for

- First grade: adding and subtracting within 20 by counting on and counting back.
- Making ten: $8 + 5$ as a jump of 2 to 10, then 3 more.
- A desk strip to keep beside homework.

How to use it

1. Put a finger, or a small toy, on the first number.
2. To add, hop to the right. To subtract, hop to the left, toward 0.
3. Say a number each time it lands. The answer is where it stops.
4. Try making ten: for $8 + 5$, hop 2 to reach 10, then 3 more to 13.
5. Cut out the desk strips on page 2 for the table or the homework folder.

Try saying: “Start on 12. Jump back: 11, 10, 9, 8. Four jumps back, so $12 - 4$ is 8.”

Tip: Take away means go back toward 0. Count the hops, never the mark you start on.



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