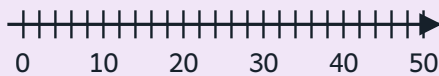


THE BLOWN-AWAY GAME CARD

- 1 The cards on the string show 2, 4, __, 8.
- 2 From 2 to 4 the jump is **+2** so the rule is jumps of 2.
- 3 Start at 4 and jump **+2** to land on 6.
- 4 Check the next jump: $6 + 2$ lands on 8, so 6 fills the gap.

WARM-UP

Use the blank number line to mark the missing game numbers.



1. Find the hopscotch gap in 20, 22, __, 26 and mark it
2. Find the board-game gap in 25, 30, __, 40 and mark it
3. Find the dart-score gap in 10, 20, __, 40 and mark it

PRACTICE

- 1 Hopscotch chalk marks on the yard read **10**, **12**, __, **16**. Which number is missing from the game?
- 2 A board-game score track shows **35**, **40**, __, **50**. What score fills the gap?
- 3 Friends skip rope counting **30**, **40**, **50**, __. What number comes next in the play chant?
- 4 Marbles lined up for a game read **15**, __, **25**, **30**. Find the missing marble count.
- 5 Dart scores climb **11**, **21**, __, **41**. Which number card blew away from the play board?

? ALWAYS, SOMETIMES, NEVER

Always, sometimes or never true? Write A, S or N.

- | | |
|--|--|
| a. A missing number in a jump-of-2 pattern is found by adding 2 to the number before the gap. <input type="text"/> | c. Naming the jump size lets you land on any missing number in an equal-jump pattern. <input type="text"/> |
| b. The jump size in the pattern 10, 20, 30, 40 is 5. <input type="text"/> | d. The missing number in 2, 4, __, 8 with jumps of 2 is 5. <input type="text"/> |

