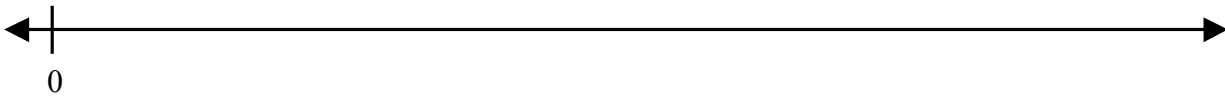Jump   Jump   10   1

Directions:
1. Choose a card.
2. Write the number in the "get to" box.
3. Both players use the open number line to "get" from "Start With" number **to** the larger, "Get to" number. <u>You can only use jumps of 1s and 10s.</u>
4. Both players count how many "jumps" they took.
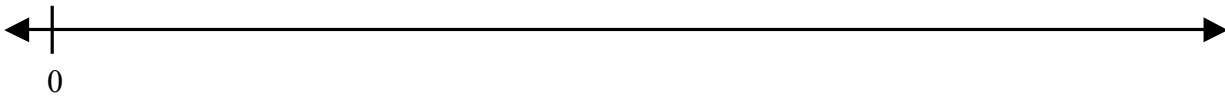5. The player with the least amount of jumps wins for the round.

| Get to: | | # of jumps: |

0

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| Get to: | | # of jumps: |

0

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| Get to: | | # of jumps: |

0

0