NAME | DATE

## 🏠 Steps & Leaps page 1 of 6

### Note to Families

This Home Connection is a game that students have been playing at school. In Steps & Leaps, players work on separate sheets to try to be first to reach or cross the 100th space. They take turns rolling two dice to determine the number of small steps to take forward and spinning a spinner to leap forward by 10s. As you play, encourage your student to find ways to count by 5s or 10s to move forward on the board.

### Materials

- Steps & Leaps pages 1–6
- pencil and paperclip to make a spinner
- 2 dice numbered or dotted 1-6
- 2 small objects (beans, buttons, etc.) for game markers

## Instructions

1   Give each player a game board (one of pages 3–6) and a game marker. Write your name on your game board and roll the dice to choose which player will go first.

2   Have the first player roll the dice and spin the spinner to move around his or her game board.

- Roll the dice. Move forward that many spaces, and record the number of the square on the space where you land.

- Spin the spinner on the next page using a pencil and paperclip. Leap forward by that many 10s. Record the numbers of the squares where you land each time you take a leap of 10.



I was on 31. I rolled 11 and stepped to 42. I spun 2 tens, so I took 2 jumps by 10s and landed on 52 and 62.

3   After the steps and leaps are recorded, the other player rolls, spins, and records their steps and leaps on their own game board. The first player to reach or cross over 100 is the winner.

4   Using the other two game boards, play the game again. Then complete the problems on page 2 and return this sheet to school.

*(continued on next page)*

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**Steps & Leaps** page 2 of 6
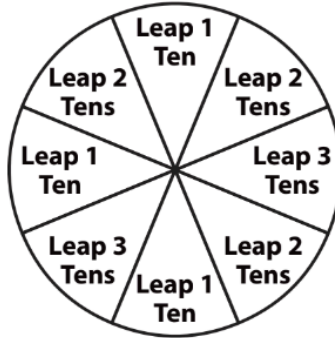


Count by 10s to fill in the blanks.

**1** 10, 20, _____, _____, 50, _____, 70, _____, 90, _____

**2** 14, 24, _____, _____, 54, _____, 74, _____, 94, _____, 114, 124

**3** 26, _____, _____, 56, 66, _____, _____, _____, 106, _____, _____

**4** CHALLENGE _____, _____, _____, _____, _____, 99, _____, _____, _____, _____

**5** Add to solve each combination below.

43 + 10 = _____          56 + 10 = _____          87 + 10 = _____          72 + 10 = _____

24 + 20 = _____          21 + 20 = _____          45 + 30 = _____

**6** Subtract to solve each combination below.

15 – 10 = _____          19 – 10 = _____          23 – 10 = _____          34 – 20 = _____

56 – 20 = _____          88 – 30 = _____          97 + 40 = _____

**7** CHALLENGE Solve the equations below.

120 + 50 + 20 – 40 = _____          330 – 20 + 50 – 60 = _____

500 – 50 – 40 – 20 + 120 = _____
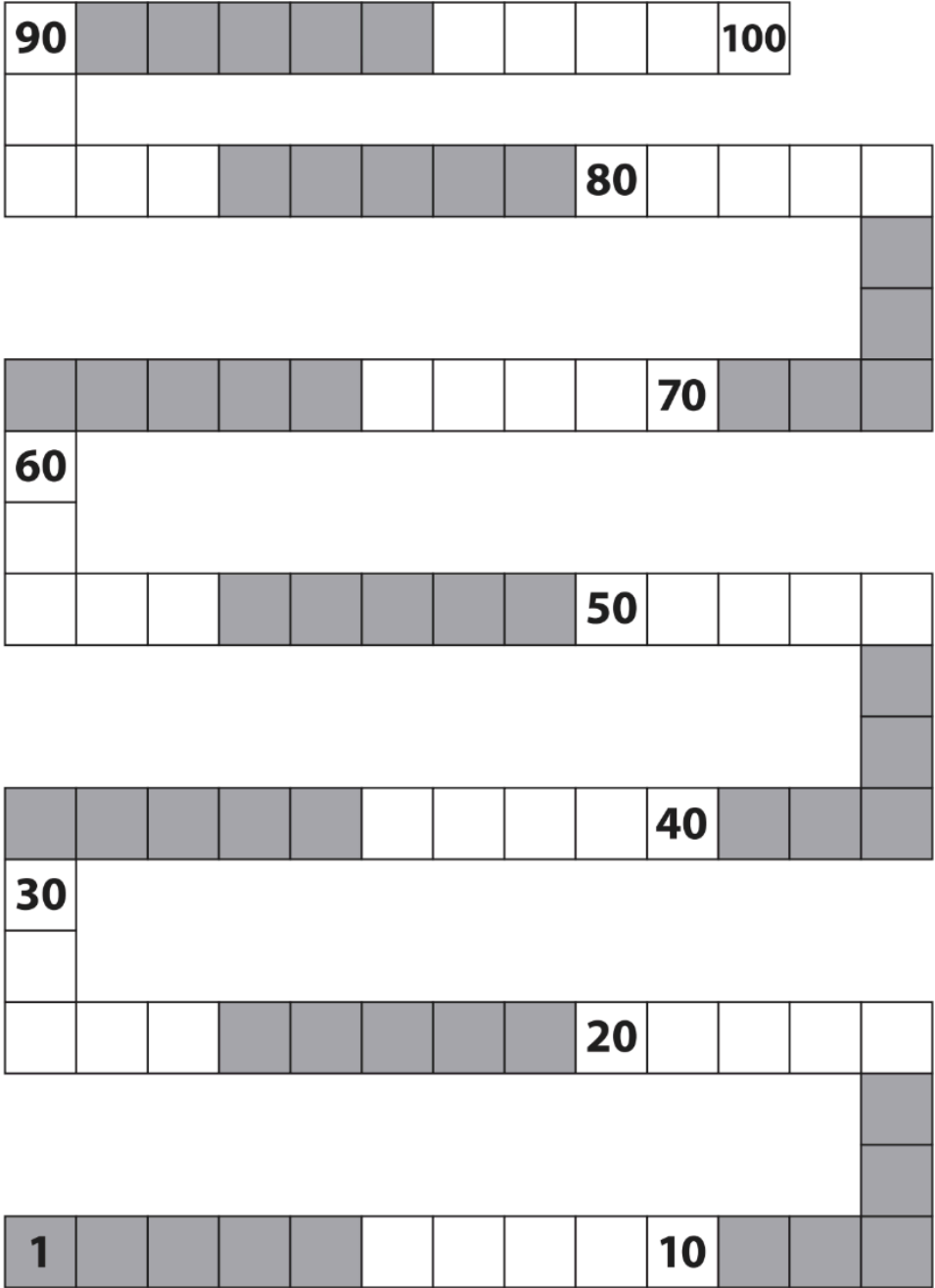
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## Steps & Leaps page 3 of 6
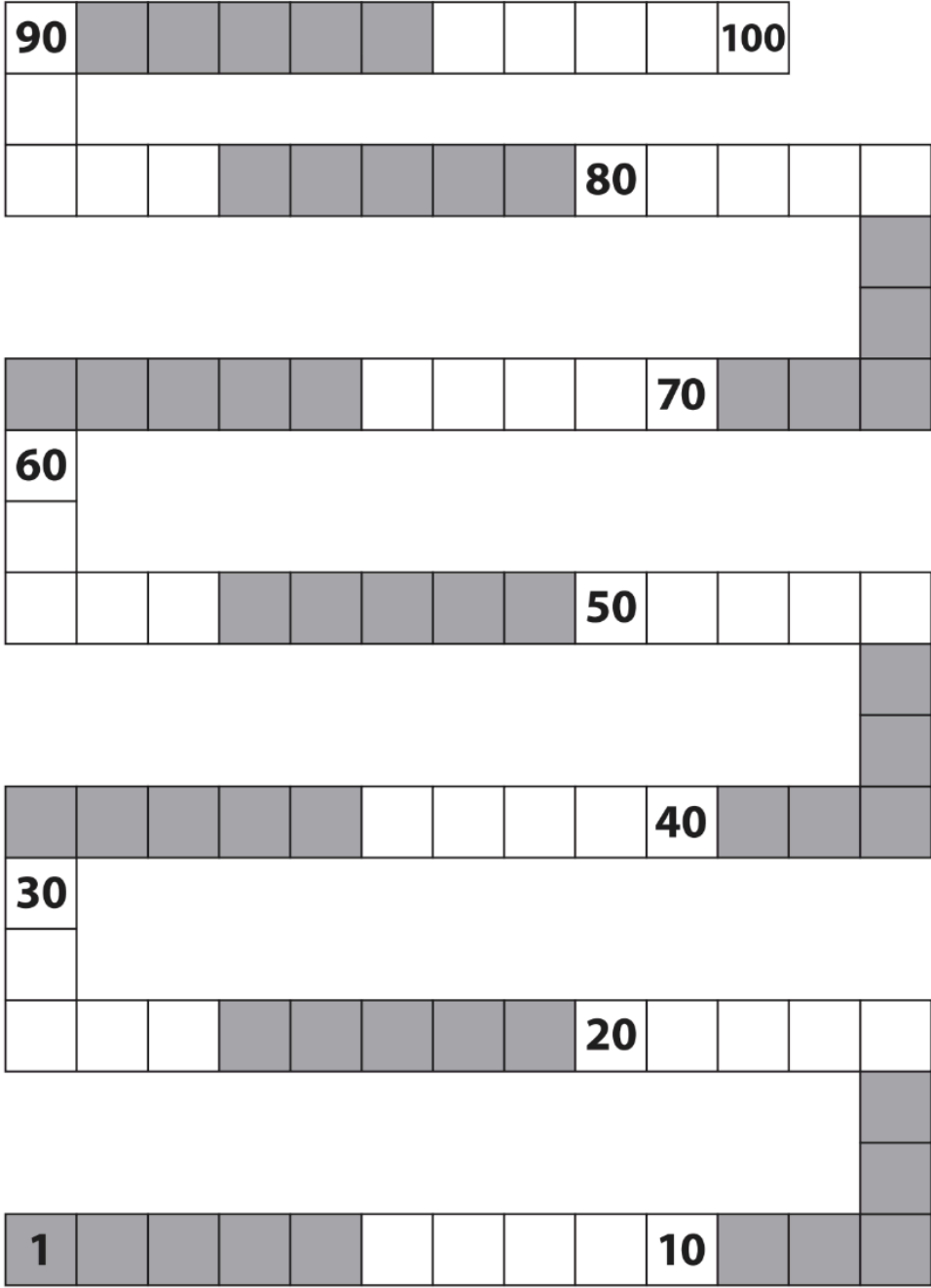
Player 1 _____    Player 2 _____
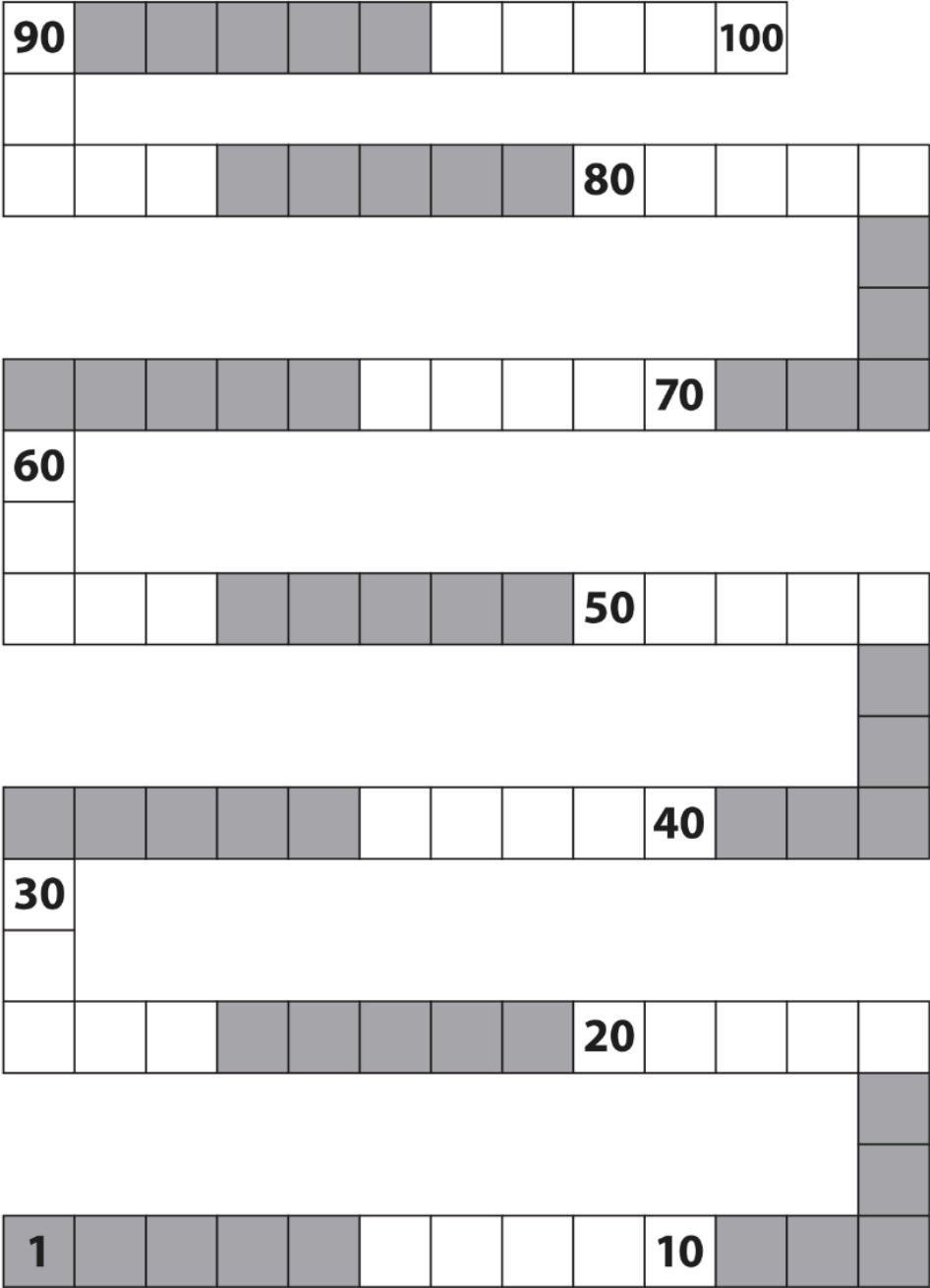
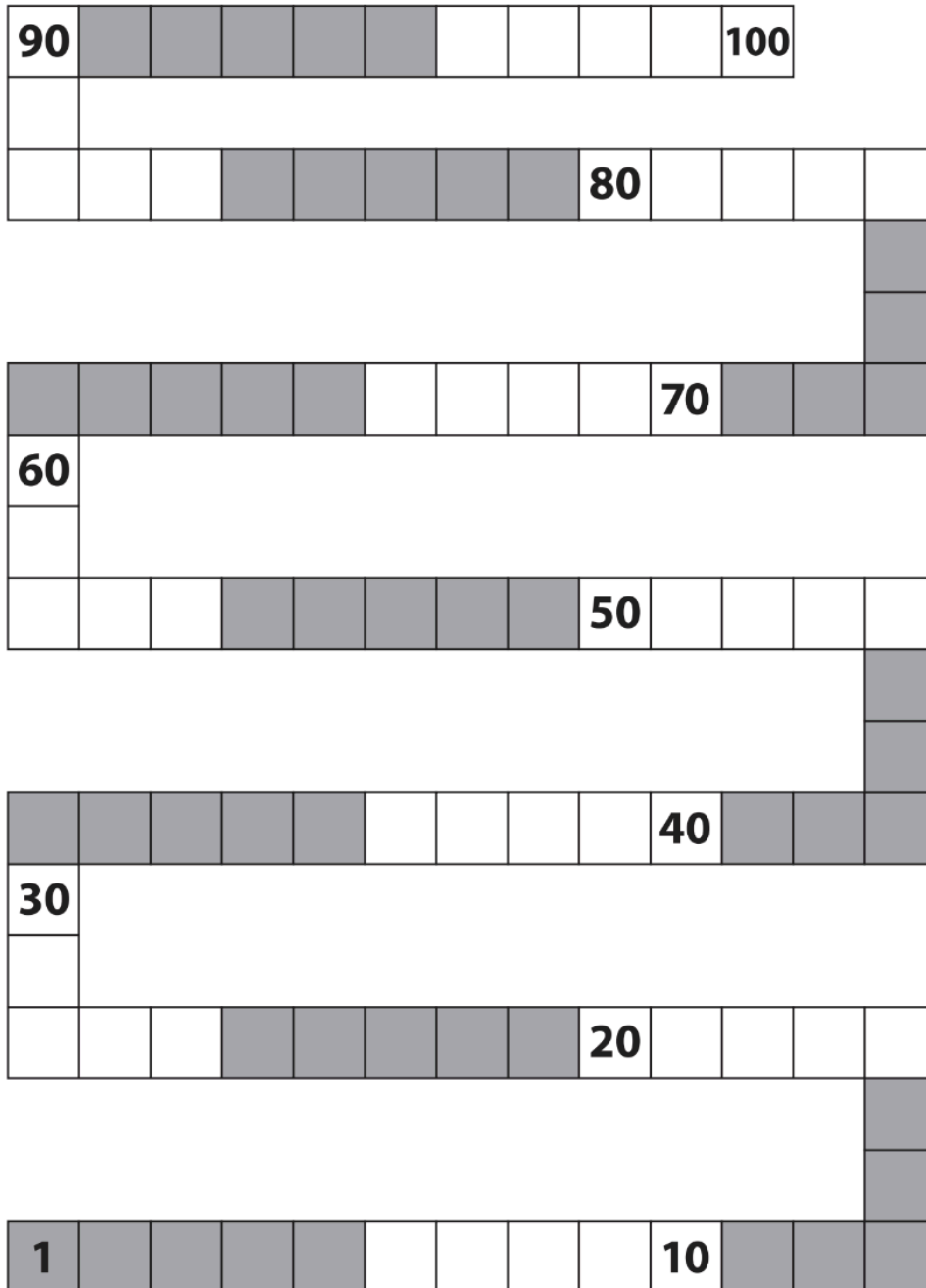## Steps & Leaps page 4 of 6

Player 1 _____ Player 2 _____

**Steps & Leaps** page 5 of 6

Player 1 _____ Player 2 _____

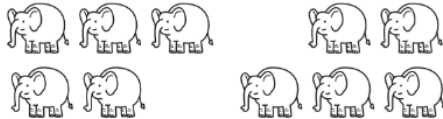## Steps & Leaps  page 6 of 6
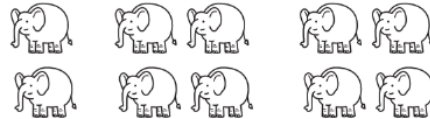
Player 1 _____  Player 2 _____

## 🏠 Puzzles & Shapes page 1 of 2

**1** Fill in the missing numbers to solve these equations. Use the pictures to help.
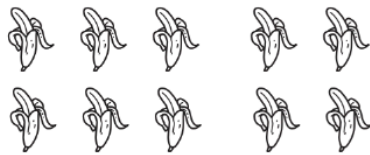
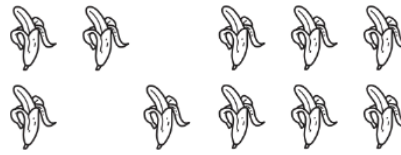**a** _____ = 5 + 5

**b** 10 = 2 + 4 + _____

**c** 10 = _____ + 2

**d** 7 + _____ = 10

**e** 10 − _____ = 4

**f** 10 − _____ = 7

**g** 4 + 5 = _____ + 7

**h** 10 − 5 = 2 + _____

**2** Fill in the missing numbers to solve these equations.

5 + 4 + 1 = _____          6 + 4 + _____ = 13          5 + _____ + 9 = 19

16 − _____ = 6          14 − _____ = 7          12 − 6 = _____

10 − 3 = 2 + _____          12 − 6 = 2 + _____          16 − 8 = _____ + 1

**3** **CHALLENGE** Fill in the missing numbers to solve these equations.
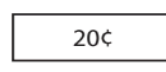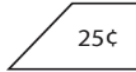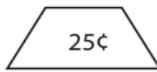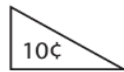
90 − 30 = 20 + _____          143 − 11 = 127 + _____          160 − 18 = _____ + 15

*(continued on next page)*

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## Puzzles & Shapes page 2 of 2

| Triangles | Trapezoids | Circles | Squares | Rectangles |

**4** How much does this shape picture cost? Circle the coins you could use to pay for it.
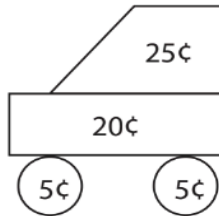
**5** Draw a vehicle (car, boat, truck, plane, scooter, bike, skateboard) that costs 75¢.
Label your picture with the prices. Add the numbers to check your work.