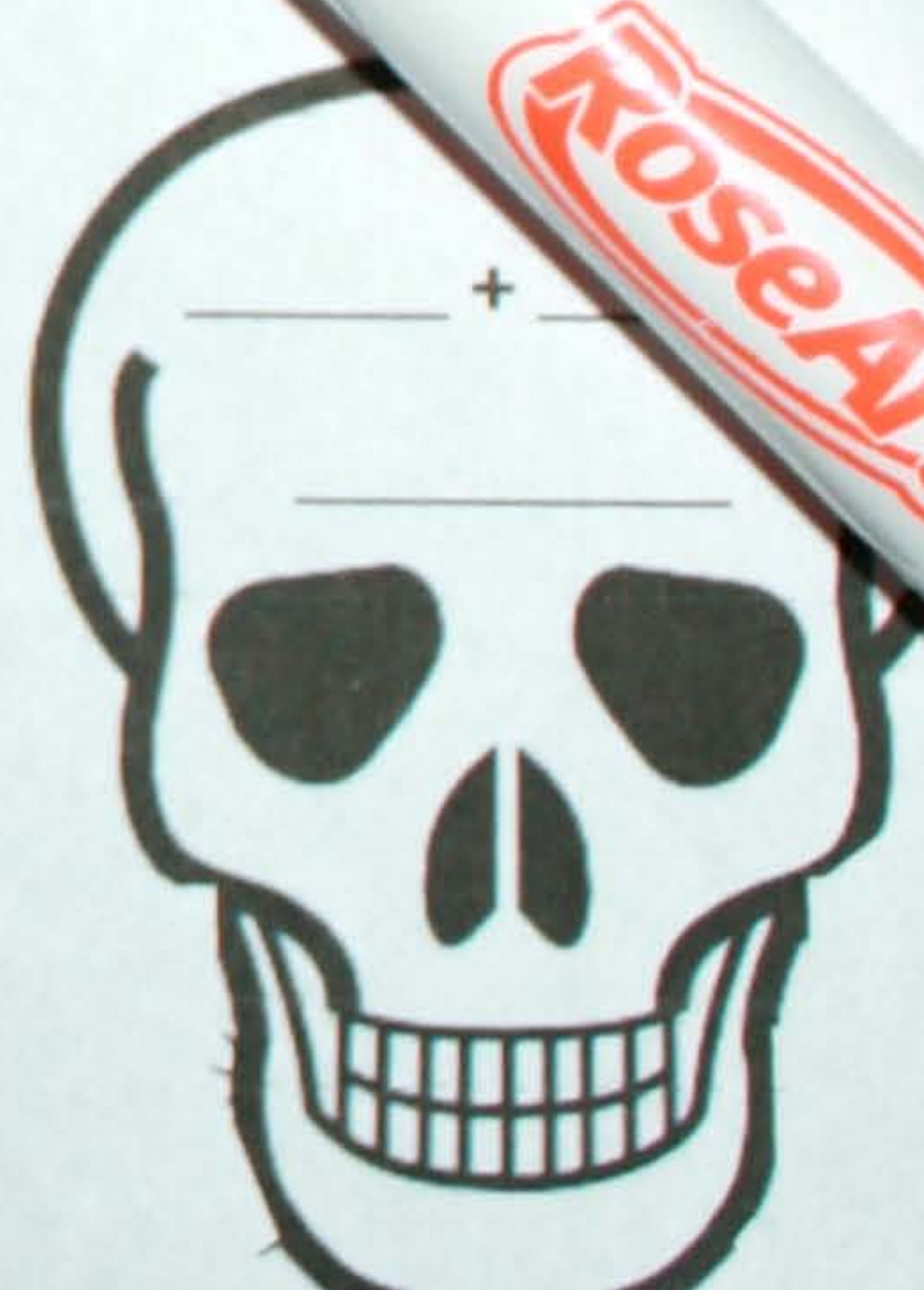
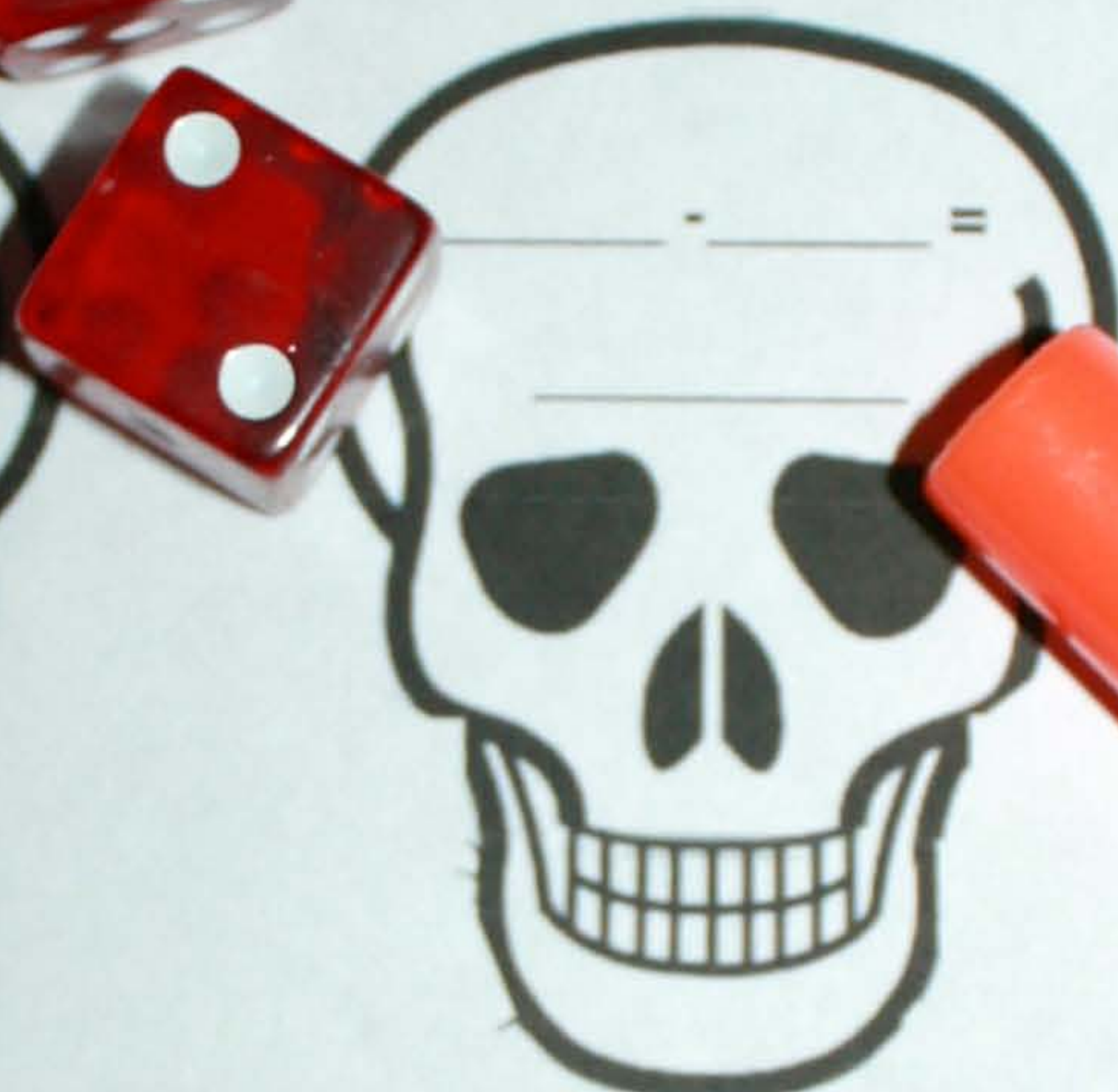
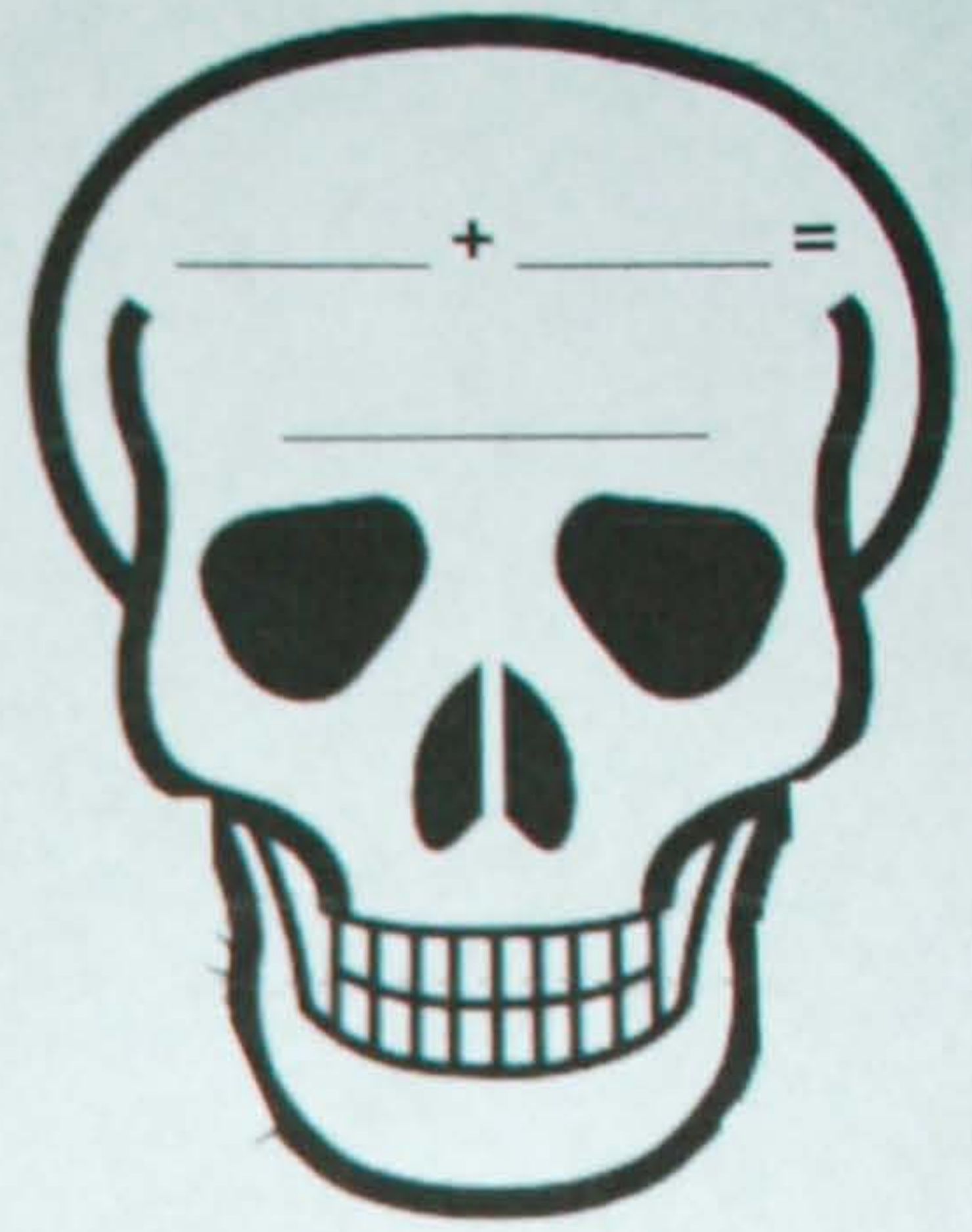
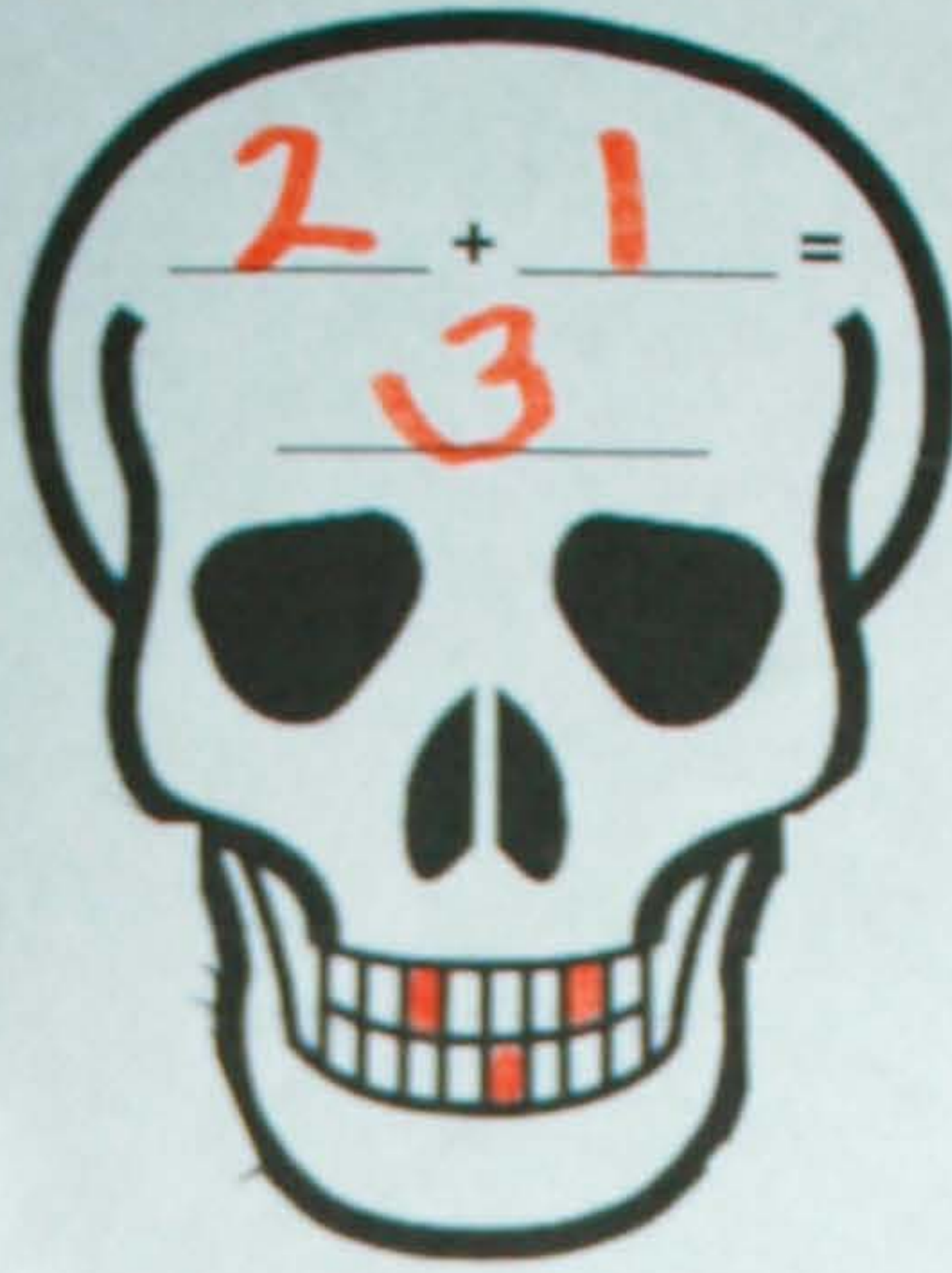


A stylized, hand-drawn illustration of a human skull. The skull is white with black outlines and features a large, yellow, starburst-shaped bomb with a lit fuse in the center of its forehead. The bomb has a small, green, spiky object at the top of its fuse. The skull's jaw is open, showing a row of white teeth. The entire illustration is set against a plain white background.

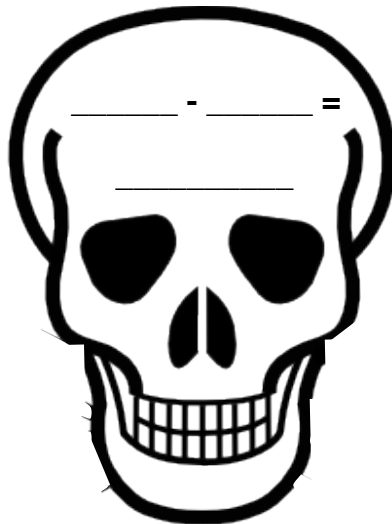
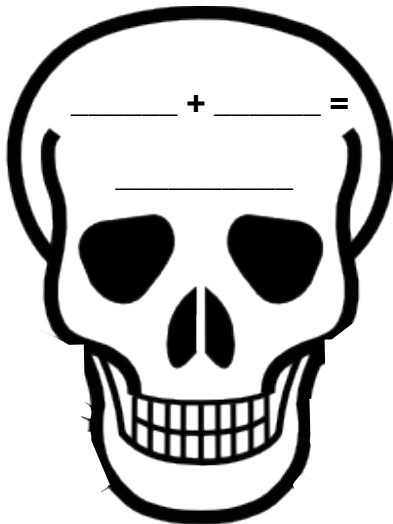
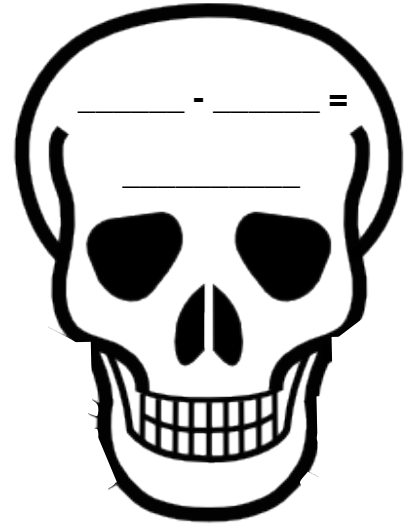
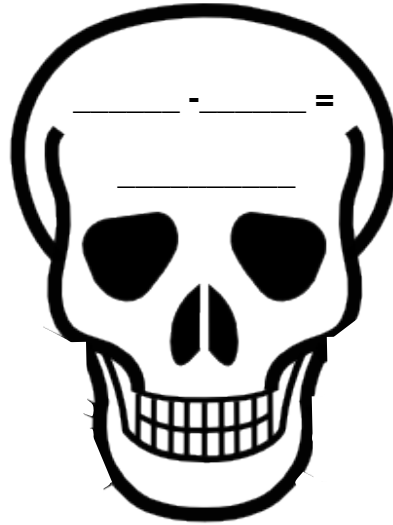
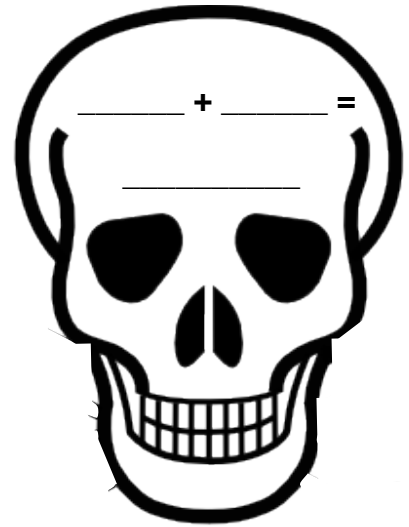
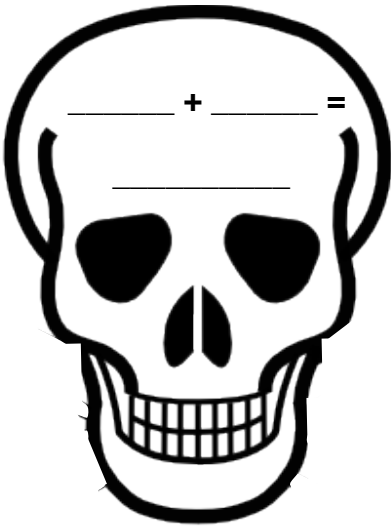
Numb Skulls

Roll the dice to get your numbers. Fill in the blanks. Remember if it's a subtraction problem, the largest number goes first. Solve the problems. Write your answer & color in that many teeth.



Numb Skulls

Roll the dice to get your numbers. Fill in the blanks. Remember if it's a subtraction problem, the largest number goes first. Solve the problems. Write your answer & color in that many teeth.



CONGRATULATIONS

Numb Skull Activities



0 1 2 3 4 5 6 7 8 9 10 ...



did a great job counting today!

CONGRATULATIONS

Numb Skull Activities



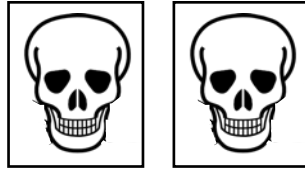
0 1 2 3 4 5 6 7 8 9 10 ...



did a great job counting today!

Count the Numb Skulls by 2's

Trace and then write the numbers.



2 4 6 8 10 12 14

16 18 20 22 24 26 28 30

Count the Numb Skulls by 3's



3 6 9 12 15 18

21 24 27 30 33



Count the Numb Skulls
by 5's

Trace and then write the numbers.

5 10 15 20 25 30 35 40

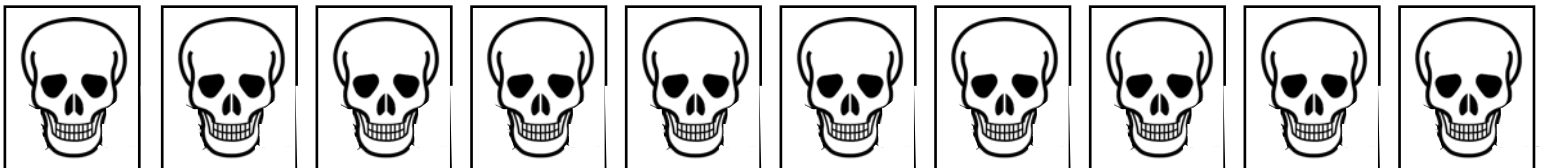
45 50 55 60 65 70 75 80

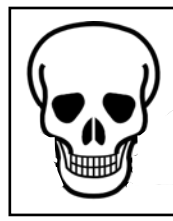
85 90 95 100

Count the Numb Skulls
by 10's

10 20 30 40 50 60

70 80 90 100





Let's count
Numb Skulls

Trace and then write the numbers.

0 1 2 3 4 5 6 7 8 9 10

11 12 13 14 15 16 17 18

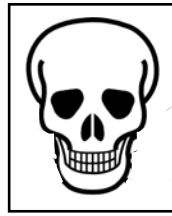
19 20 21 22 23 24 25 26

27 28 29 30 31 32 33 34

35 36 37 38 39 40 41 42

43 44 45 46 47 48 49 50





Let's count more
Numb Skulls!

Trace and then write the numbers.

51 52 53 54 55 56 57 58

59 60 61 62 63 64 65 66

67 68 69 70 71 72 73 74

75 76 77 78 79 80 81 82

83 84 85 86 87 88 89 90

91 92 93 94 95 96 97 98

99 100



How high
can you count?

Trace and then write the numbers.



101

102

103

104

105

106

107

108

109

110

111

112

113

114

115

116

117

118

119

120



Hi. I'm Even Steven. Place only even numbered cards on my mat.

Numb Skulls Even Steven Sorting Mat



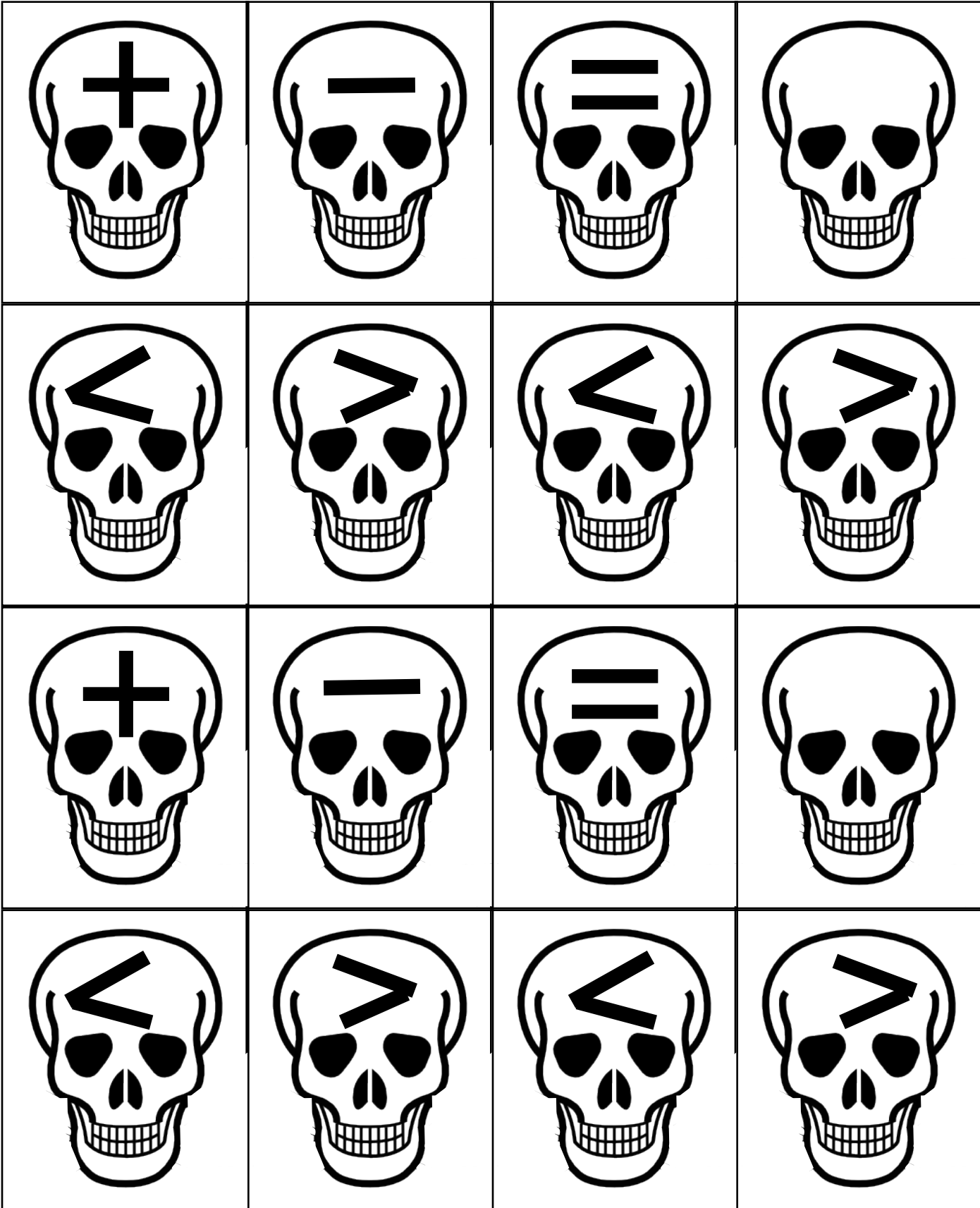


Hi. I'm Odd Todd. Place only odd numbered cards on my mat.

Numb Skulls Odd Todd's Sorting Mat

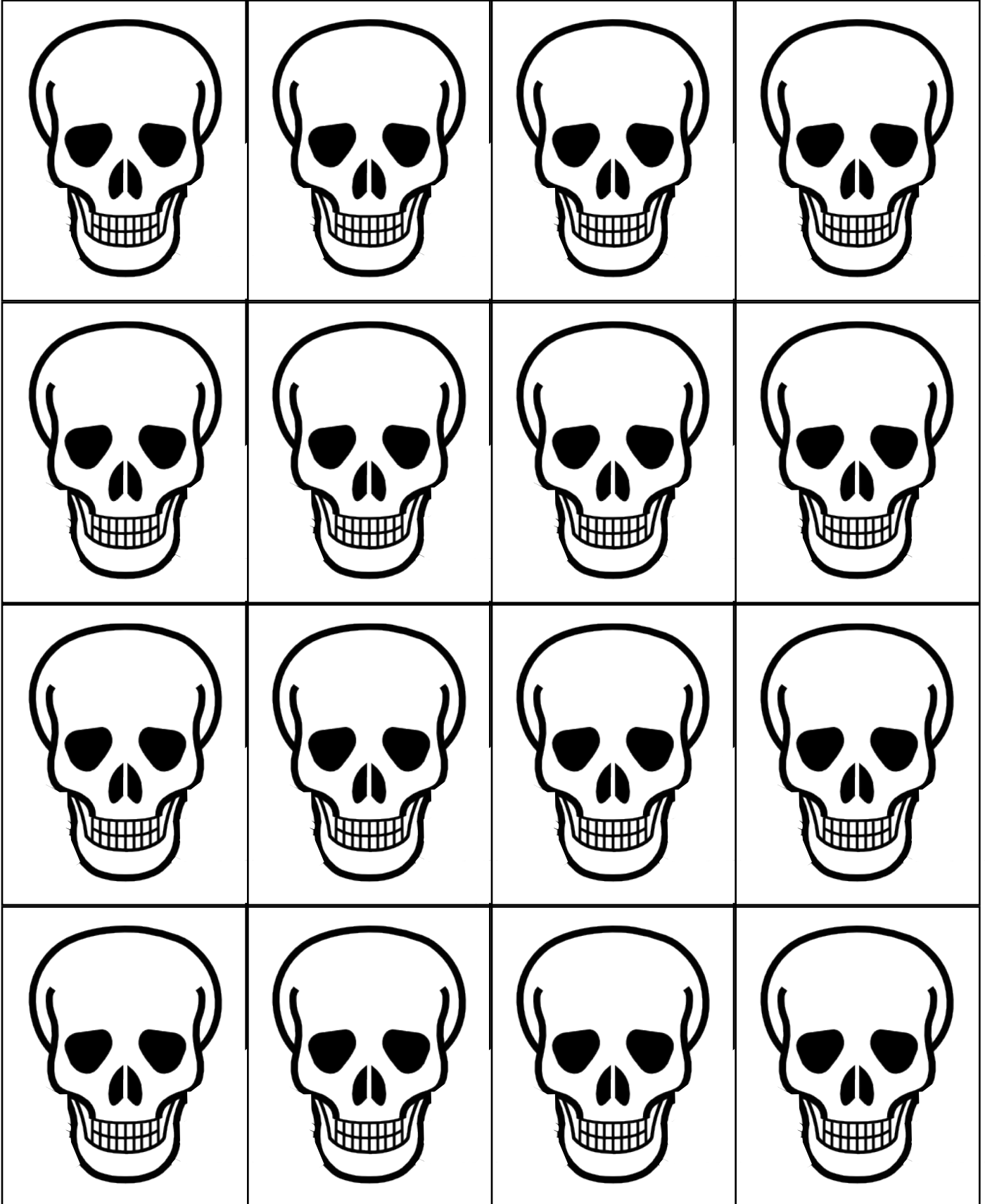
Numb Skulls

Print, laminate & trim. Combine these math symbols with the number cards to make equations.



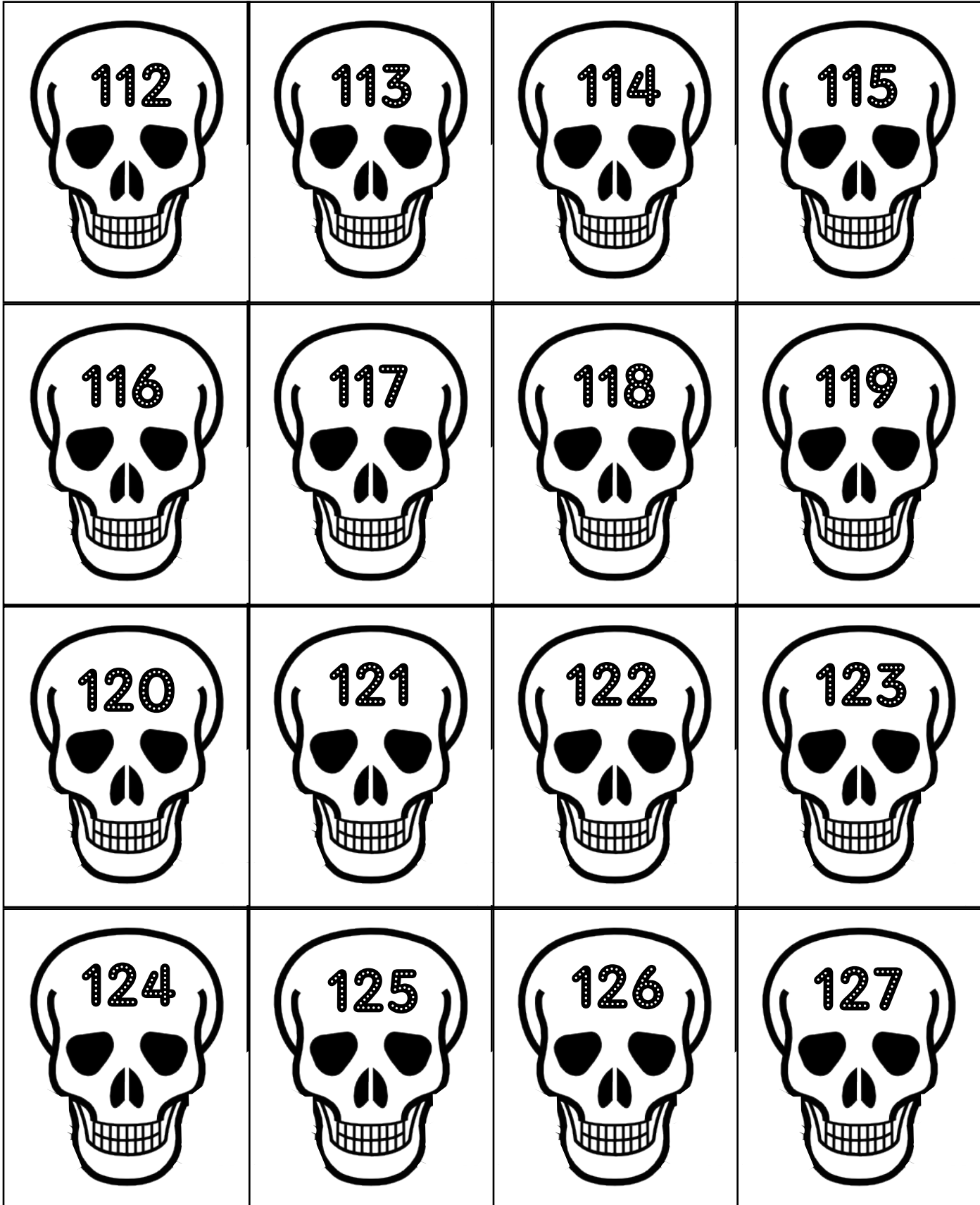
Numb Skulls

Program with higher numbers or whatever.



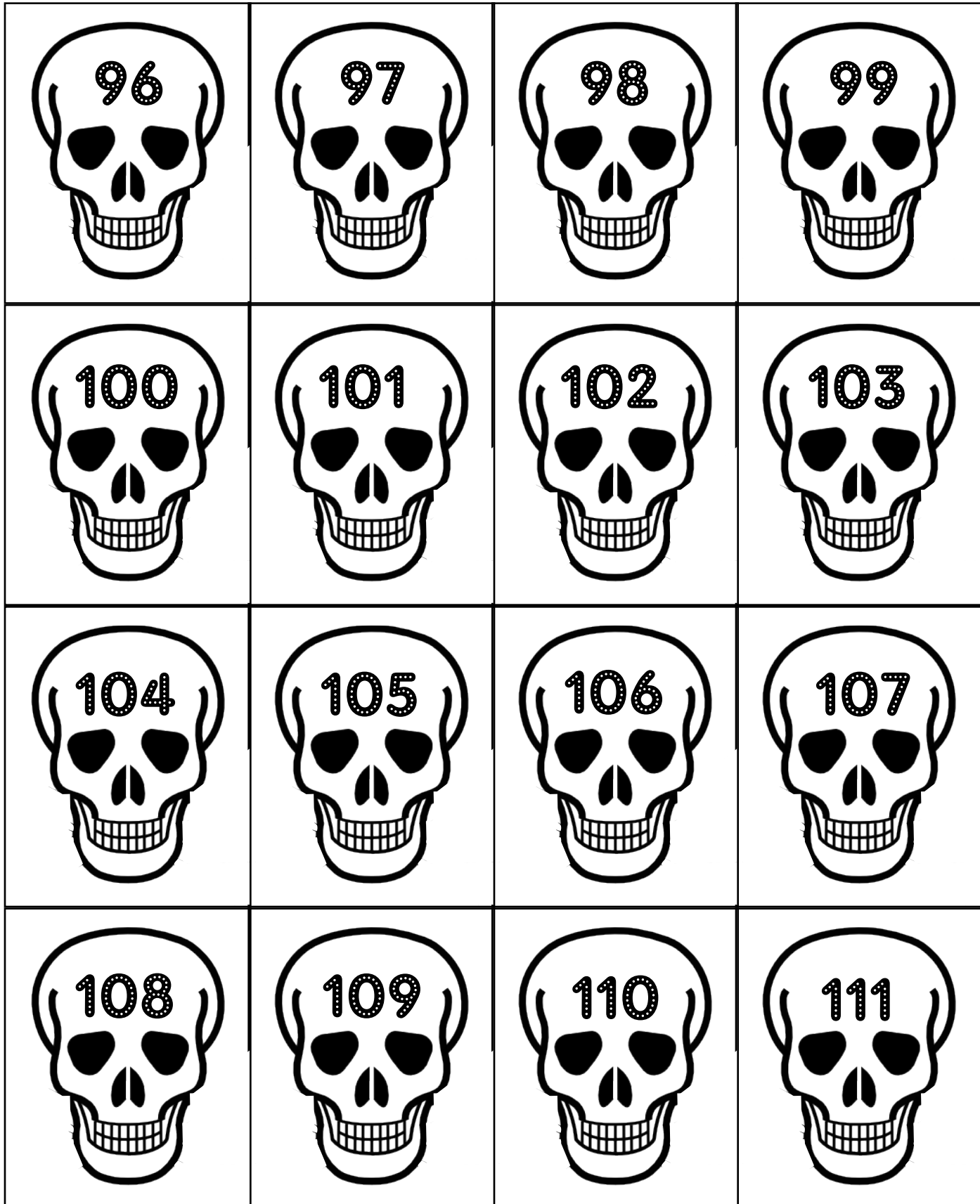
Numb Skulls

Print, laminate, trim. Use for sequencing, sorting odd and even, or making equations.



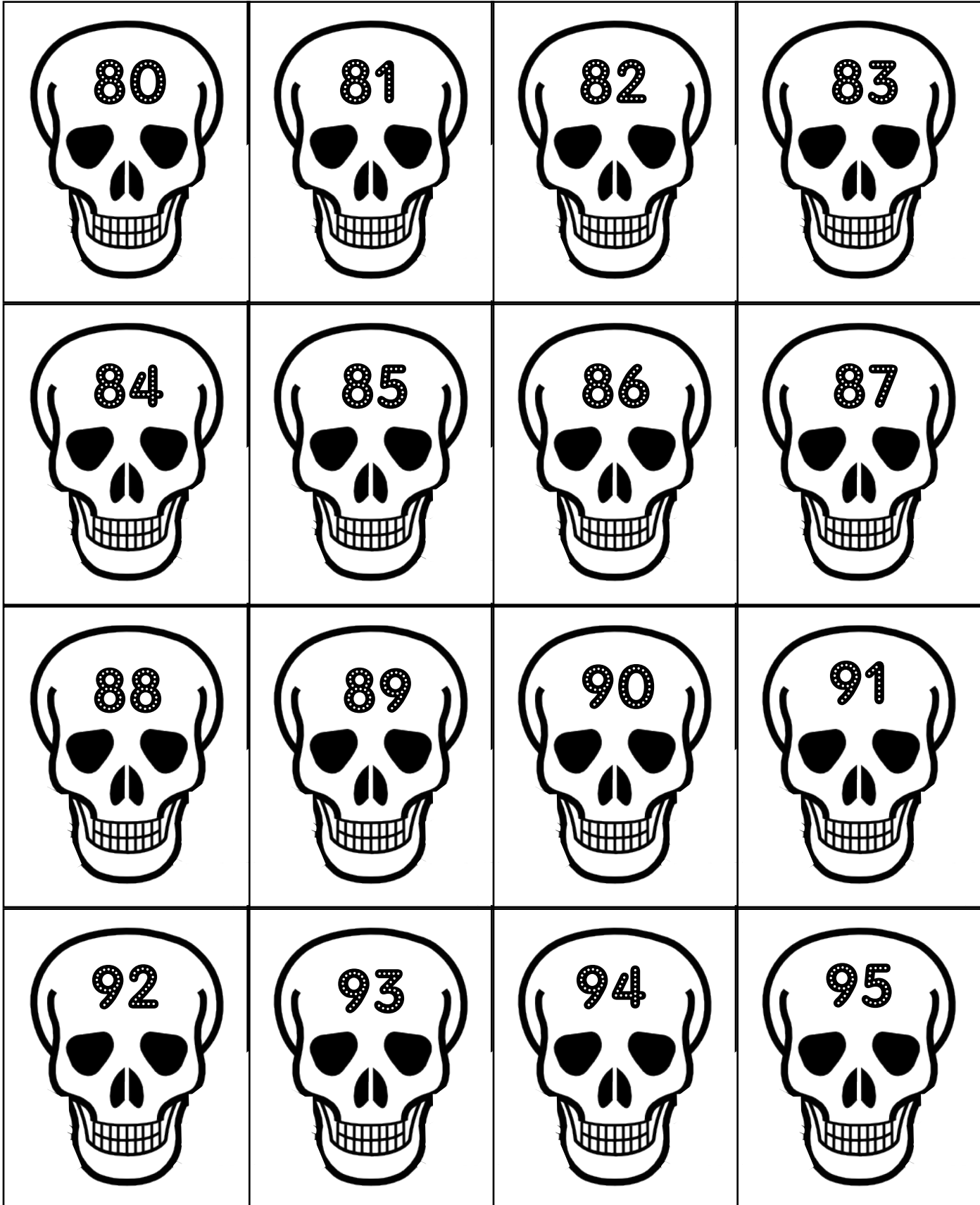
Numb Skulls

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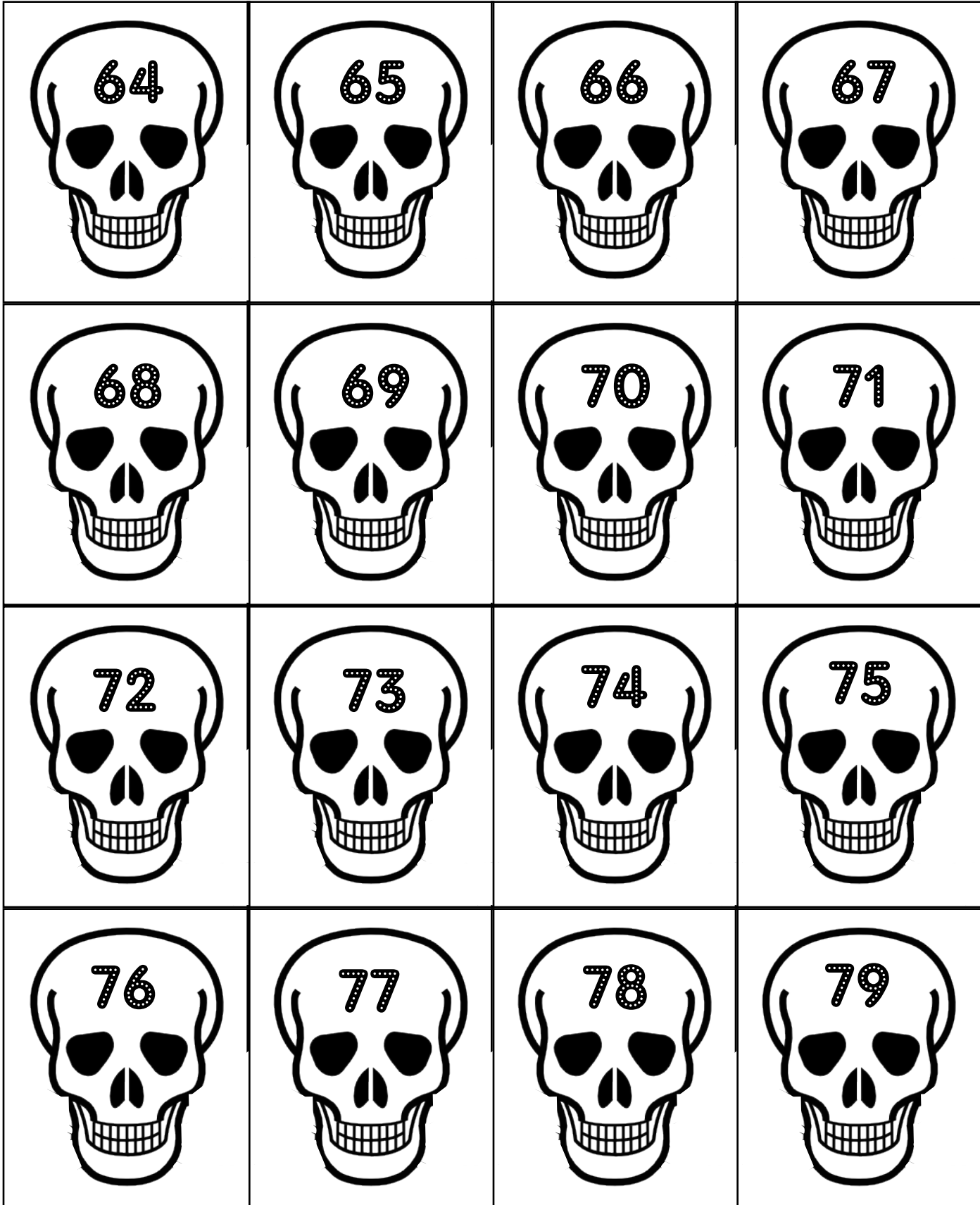
Numb Skulls

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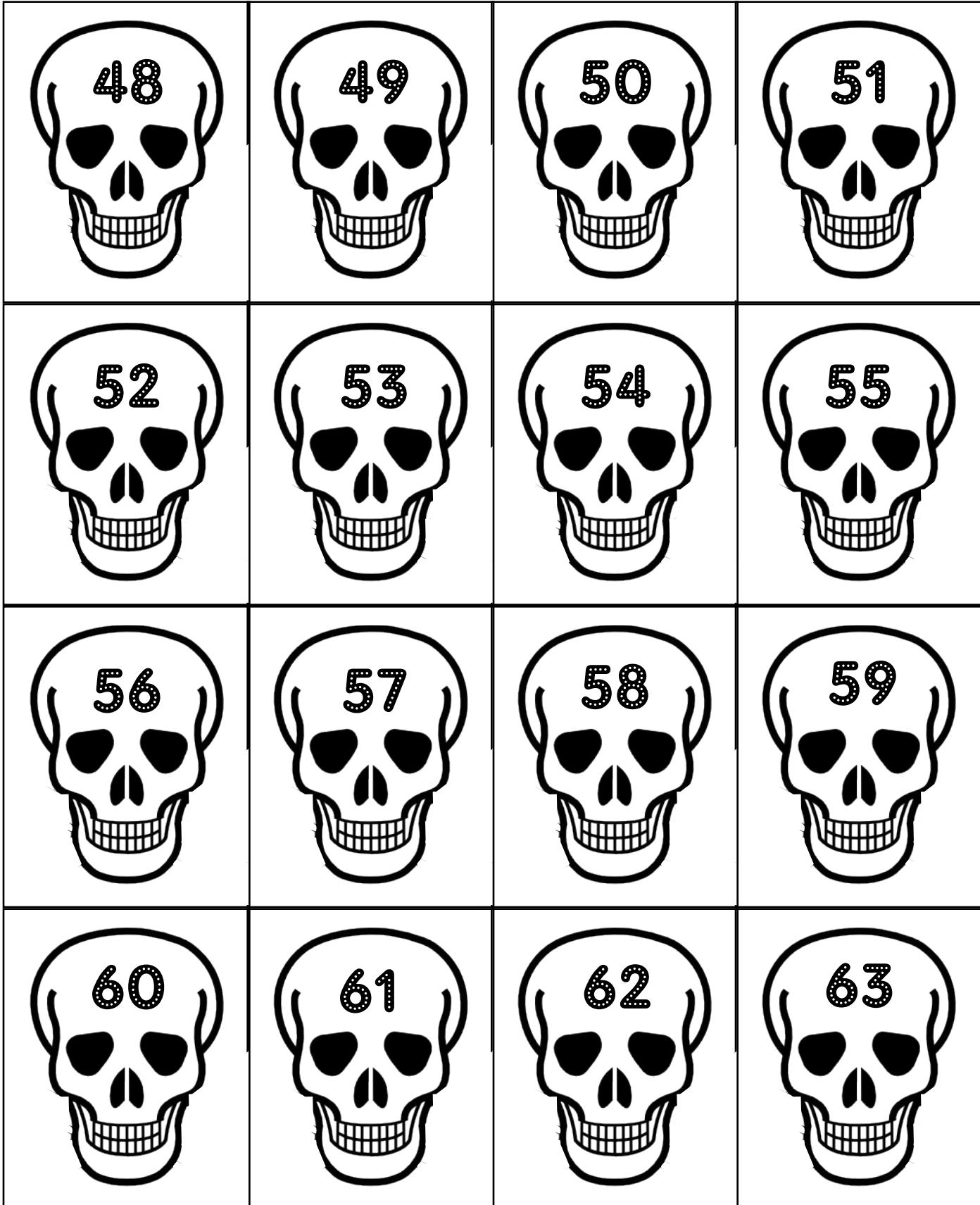
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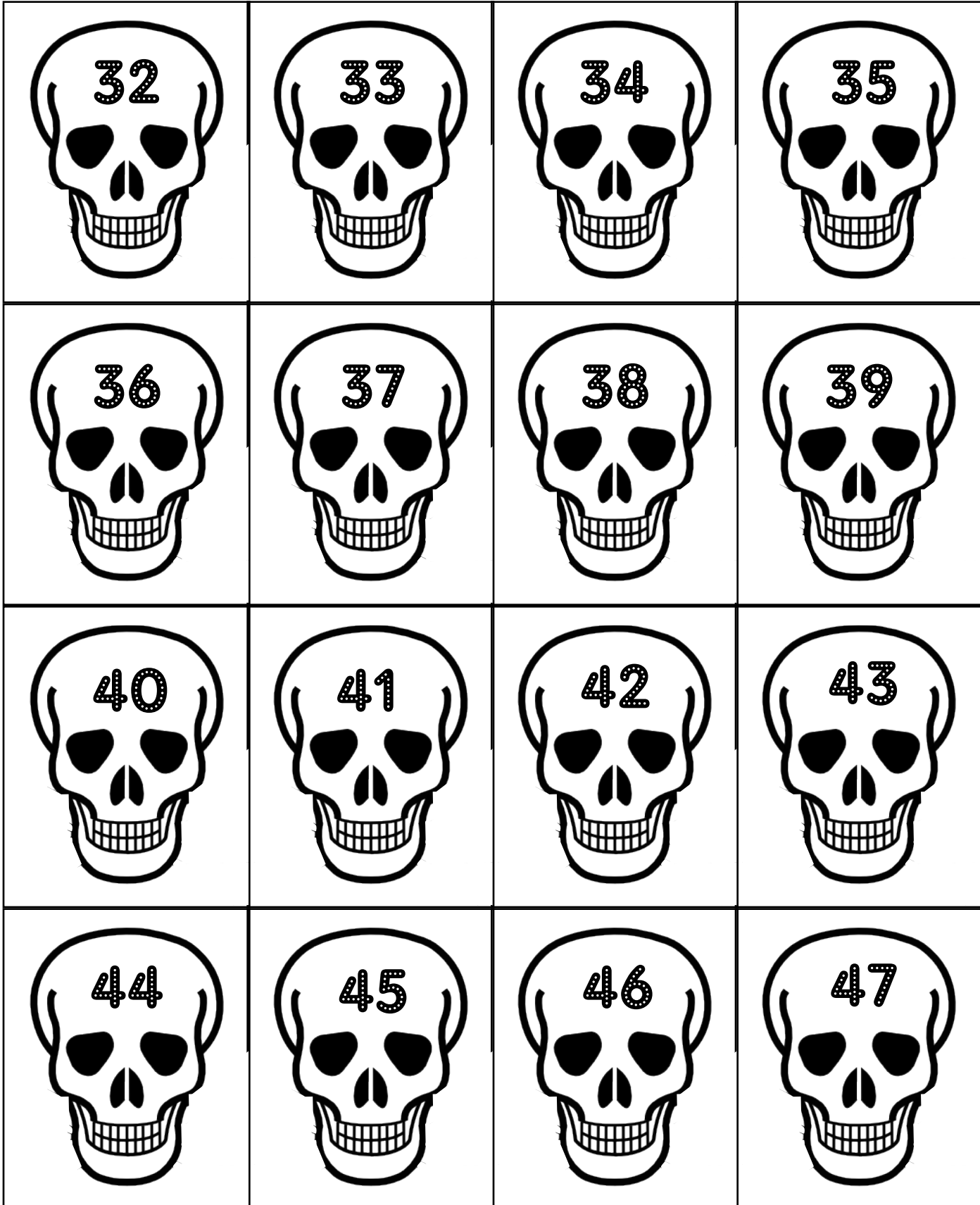
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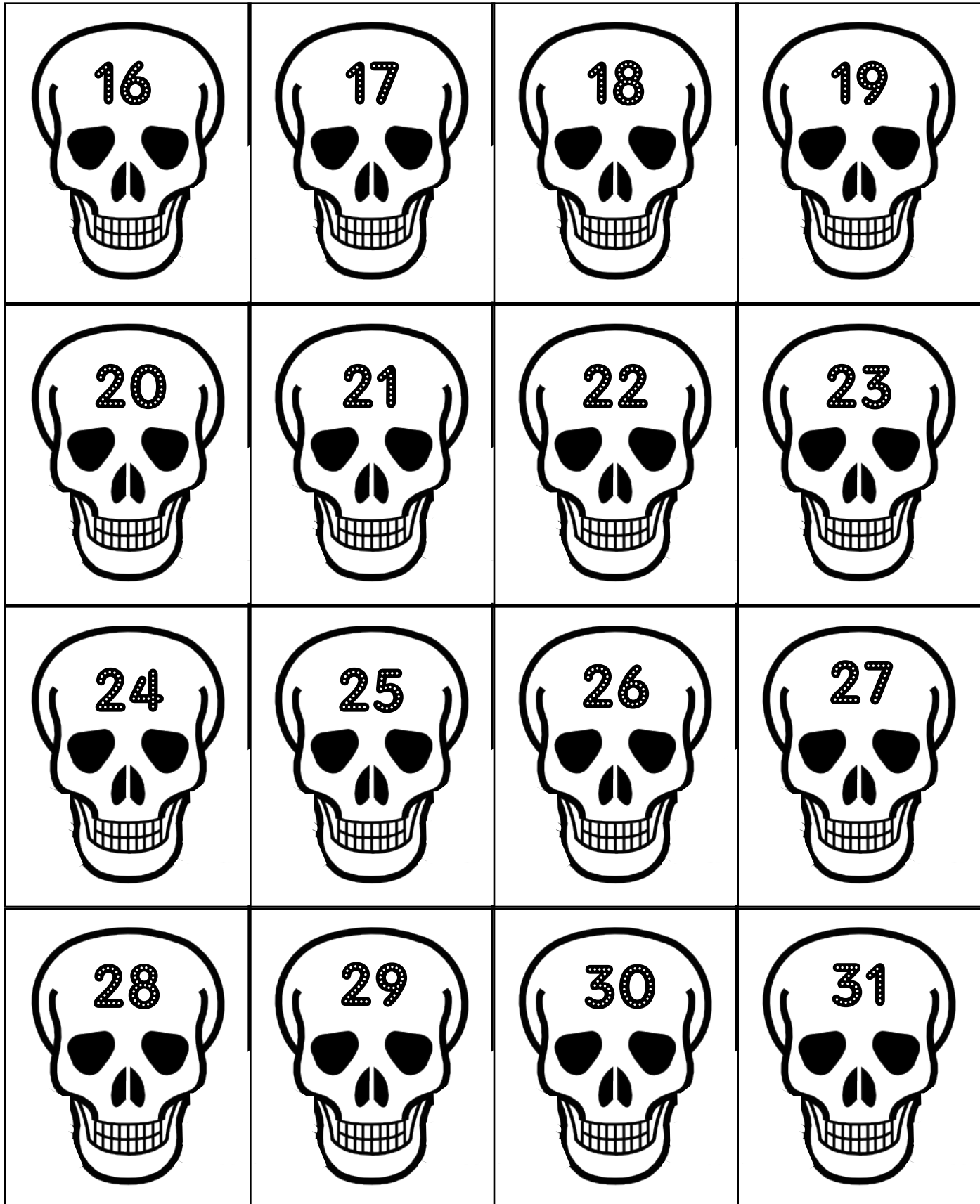
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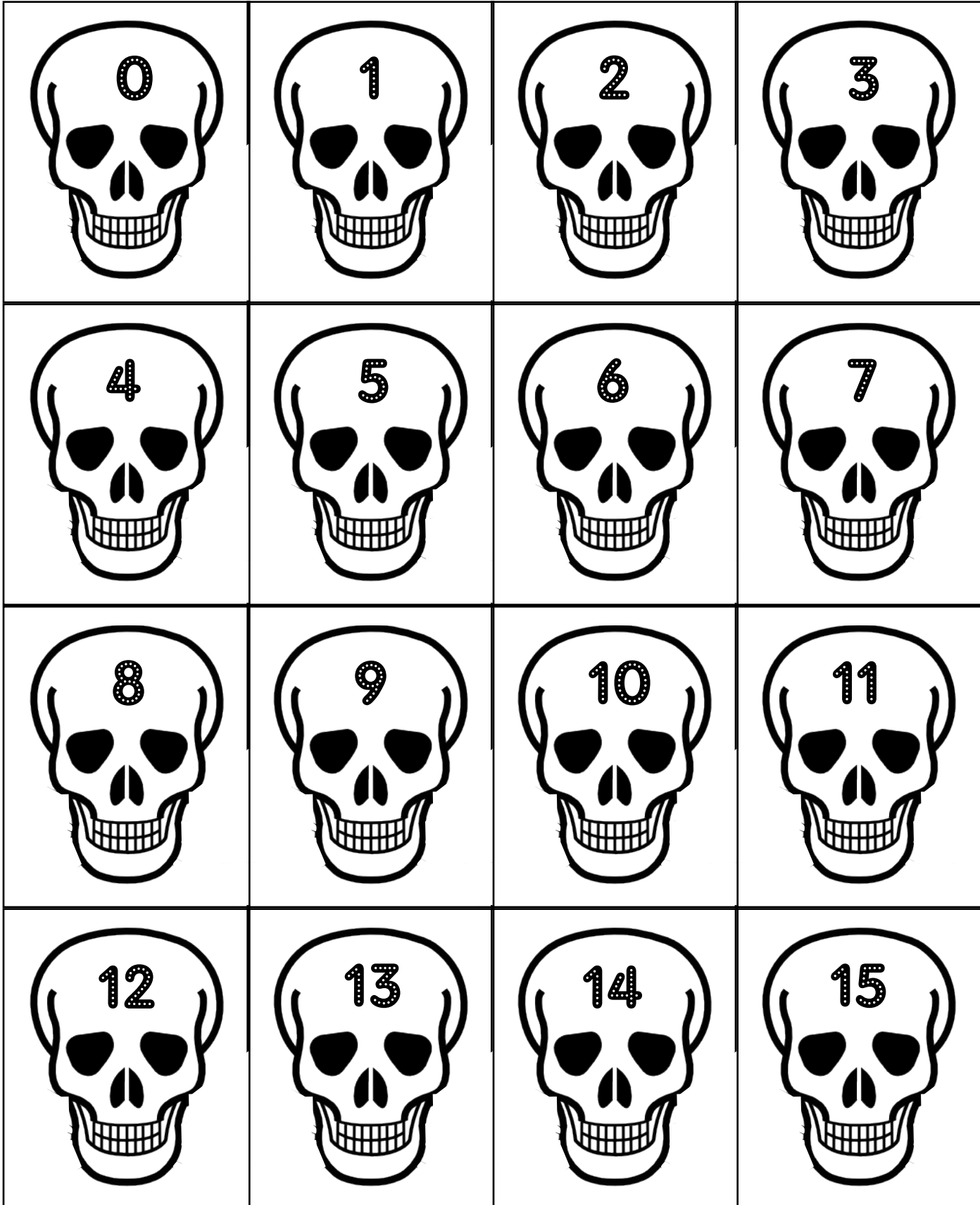
Numb Skulls

Print, laminate, trim. Use for sequencing, sorting odd and even, or making equations.



Numb Skulls

Print, laminate, trim. Use for sequencing, sorting odd and even, or making equations.





My
Numb Skull
Counting
Booklet



ten

0 1 2 3 4 5 6 7 8 9 10



two

0 1 2 3 4 5 6 7 8 9 10



Numb Skulls

Print, laminate and use for Memory Match or "I have; Who Has?" games, puzzles, sequencing, or flashcards etc.



zero

0 1 2 3 4 5 6 7 8 9 10



one

0 1 2 3 4 5 6 7 8 9 10



two

0 1 2 3 4 5 6 7 8 9 10

Numb Skulls

Print, laminate and use for Memory Match or "I have; Who Has?" games, puzzles, sequencing, or flashcards etc.



three

0 1 2 3 4 5 6 7 8 9 10



four

0 1 2 3 4 5 6 7 8 9 10



five

0 1 2 3 4 5 6 7 8 9 10

Numb Skulls

Print, laminate and use for Memory Match or "I have; Who Has?" games, puzzles, sequencing, or flashcards etc.



six

0 1 2 3 4 5 6 7 8 9 10



seven

0 1 2 3 4 5 6 7 8 9 10



eight

0 1 2 3 4 5 6 7 8 9 10

Numb Skulls

Print, laminate and use for Memory Match or "I have, Who Has?" games, puzzles, sequencing, or flashcards etc. Run off so students can make an Itty Bitty booklet. They should color in the matching number of teeth.



nine

0 1 2 3 4 5 6 7 8 9 10



ten

0 1 2 3 4 5 6 7 8 9 10



My
Numb Skull
Counting
Booklet

Numb Skulls

Print, laminate and use for an interesting twist to "I have; Who Has?" Cut into puzzle pieces just like the cards.



Numb Skulls

Fill in with higher numbers or whatever.





What's Missing?
Count by 5's

Trace and then write in the missing numbers.

5	10	_____	20	_____	30	_____	40
_____	50	_____	60	_____	70	_____	80
_____	90	_____	100	_____			

Trace and then write in the missing numbers.

What's Missing?
Count by 10's



10	20	_____	40	_____	60
----	----	-------	----	-------	----

_____	80	_____	100
-------	----	-------	-----



What's Missing?

Trace and then write in the missing numbers.

0		2		4		6		8	
10		12		14		16			
18		20		22		24			
26		28		30		32			
34		36		38		40			
42		44		46		48			
50		52		54		56			
58		60		62		64			
66		68		70		72			
74		76		78		80			
82		84		86		88			
90		92		94		96			
98		100							



What's Missing?
Count by 2's

Trace and then write in the missing numbers.

2	_____	6	_____	10	_____	14	_____
18	_____	22	_____	26	_____	30	_____

What's Missing?
Count by 3's



Trace and then write in the missing numbers.

3	_____	9	_____	15	_____
---	-------	---	-------	----	-------

21	_____	27	_____	33	_____
----	-------	----	-------	----	-------



What's Missing?
Count by 2's

Trace and then write in the missing numbers.

2	4	_____	8	_____	12	_____	16
_____	20	_____	24	_____	28	_____	

What's Missing?
Count by 3's



Trace and then write in the missing numbers.

3	6	_____	12	_____	18
---	---	-------	----	-------	----

_____	24	_____	30	_____
-------	----	-------	----	-------



What's Missing?
Count by 5's

Trace and then write in the missing numbers.

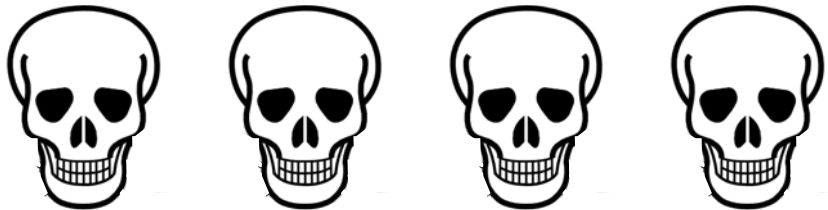
5 15 25 35

45 55 65 75

85 95

Trace and then write in the missing numbers.

What's Missing?
Count by 10's



10 30 50

70 90



What's Missing?
Count by 5's

Trace and then write in the missing numbers.

5	10	_____	20	_____	30	_____	40
_____	50	_____	60	_____	70	_____	80
_____	90	_____	100				

Trace and then write in the missing numbers.

What's Missing?
Count by 10's



10	20	_____	40	_____	60
----	----	-------	----	-------	----

_____	80	_____	100
-------	----	-------	-----



Name: _____

Don't be a Numb Skull. Race to 100!

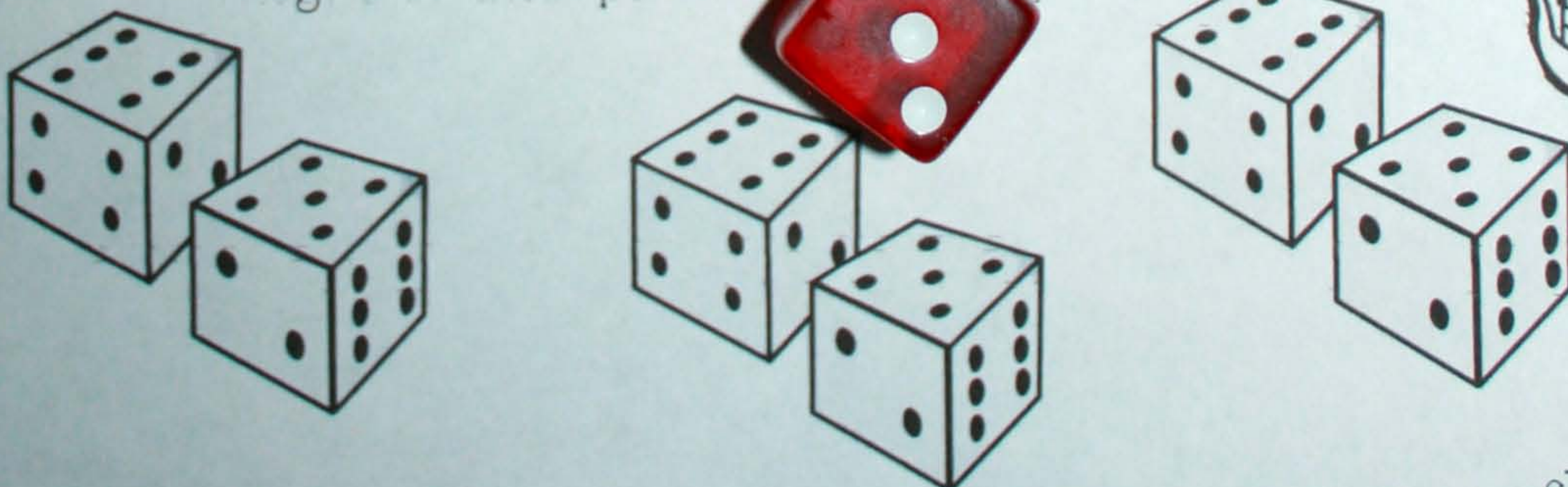
4+3
2+1
3+3

Children play in pairs or with 3 students. They take turns rolling the dice. Children add the dice together and x-off or color that many squares in the 100-Pen. The first one to fill in their entire pen, or have the most squares filled in when the timer rings, is the winner.



Hooray for you! A hundred skulls Xed-out,
so now you're

They're in their pens, now by 10's.

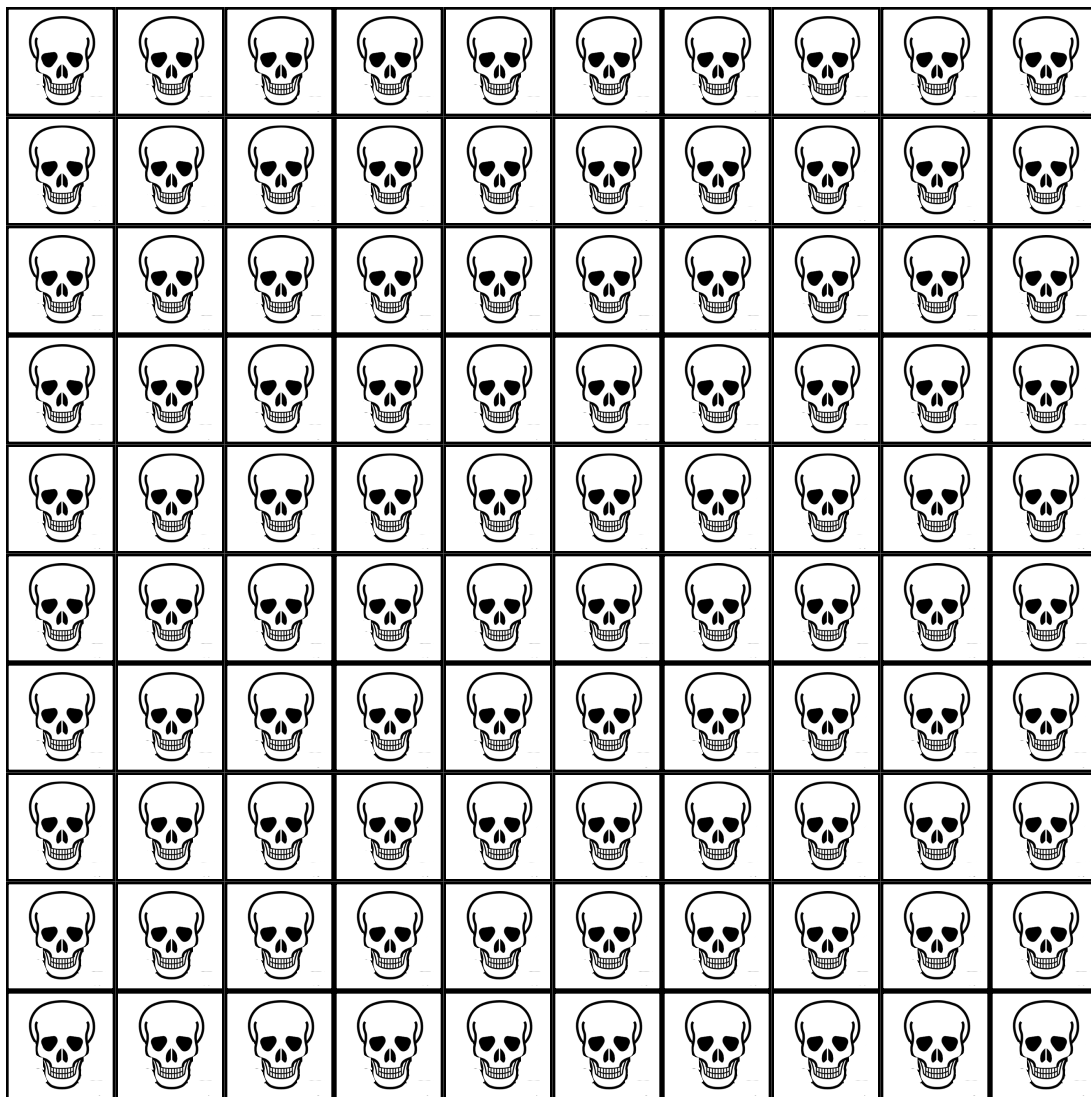




Name: _____

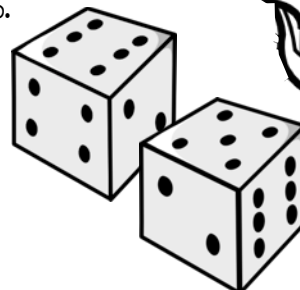
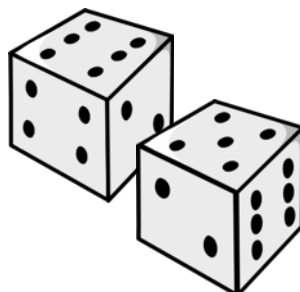
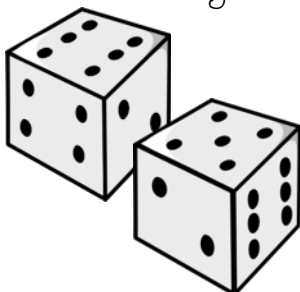
Don't be a Numb Skull. Race to 100!

Children play in pairs or with 3 students. They take turns rolling the dice. Children add the dice together and x-off or color that many squares in the 100-Pen. The first one to fill in their entire pen, or have the most squares filled in when the timer rings, is the winner.



Hooray for you! A hundred Numb Skulls Xed-out,
so now you're through!

They're in their pens, now count by 10's.



0

1

2

3

4

5

6

12

13

14

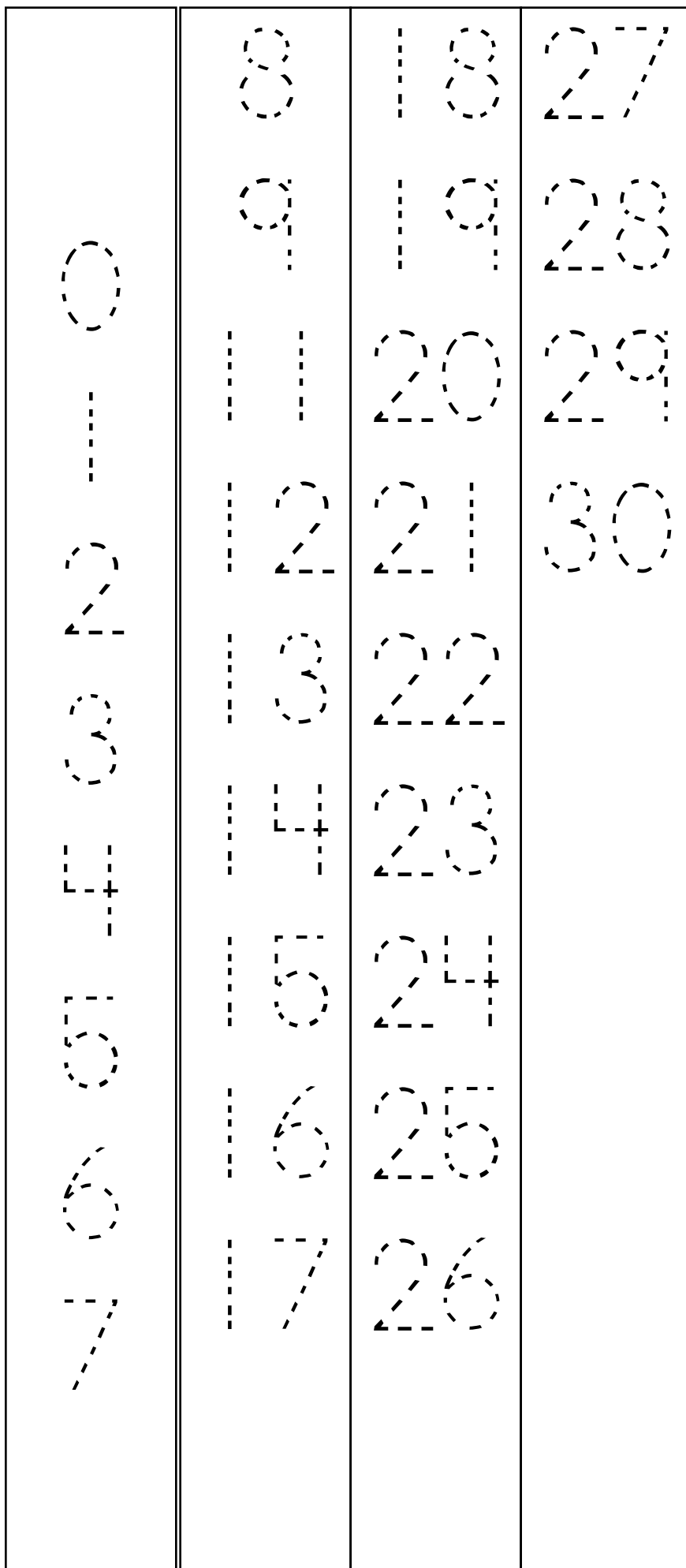


Numb Skull Number Slider

Run off on white construction paper. Cut slits.
Students insert whatever number strip slider
you want to work on. Count by 1's 2's 3's 5's
and 10's or count backwards from 10-0 or 20-0

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Number Slider

Cut out the strips and glue them into one long strip so that the numbers are in the proper order.

Students trace the numbers.

Students insert their countdown slider into their Numb Skull

Children pull on the bottom of the strip to slide the numbers through the viewing hole.

Teacher and students count together.

When they get to 30 everyone can yell "Hooray!"

Teacher can also call on a student to spy a number and call it out.

Students slide to that number.

When they spy it they hold it up so that you can whole-group assess.

The 1st one to do so correctly, gets to choose the next number.

One turn per student though, so that you make sure that everyone gets a turn.

Countdown Slider

Cut out the strips and glue them into one long strip so that the numbers are in the proper countdown order.

Students trace the numbers.

Students insert their countdown slider into their Numb Skull.

Children pull on the bottom of the strip to slide the numbers through the viewing hole.

While they hold their Numb Skull everyone gets into a crouching position on the floor.

Teacher and students count down together.

When they get to 0 they jump up and yell "Blast off!"

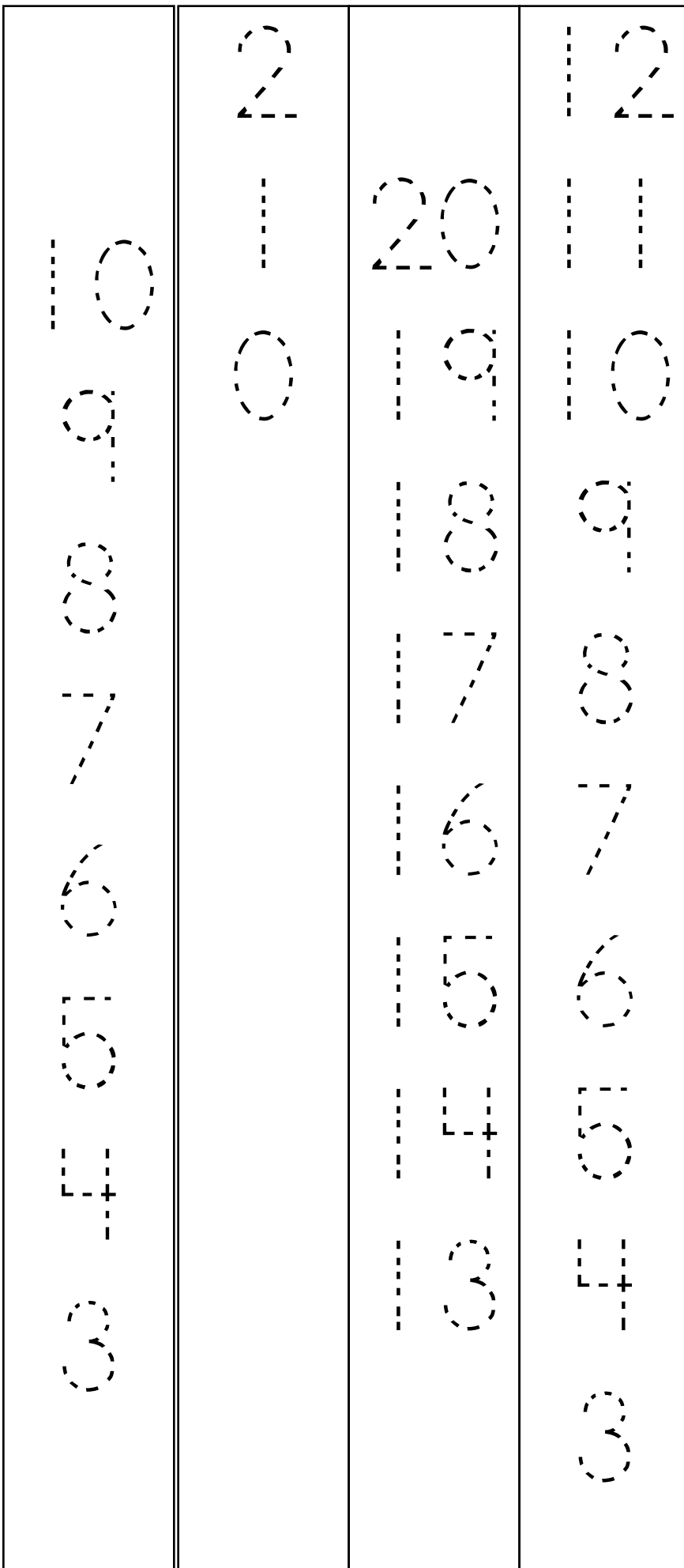
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Students slide to that number.

When they spy it they hold it up so that you can whole-group assess.

The 1st one to do so correctly, gets to choose the next number.

One turn per student though, so that you make sure that everyone gets a turn.



Number Slider

Skip counting by
2's & 3's

Cut out the strips and glue them into one long strip so that the numbers are in the proper order.

Students trace the numbers.

Teacher decides what # strip students should insert into their slider.

Children pull on the bottom of the strip to slide the numbers through the viewing hole.

Teacher and students count together.

When they get to the end everyone can yell "Hooray!"

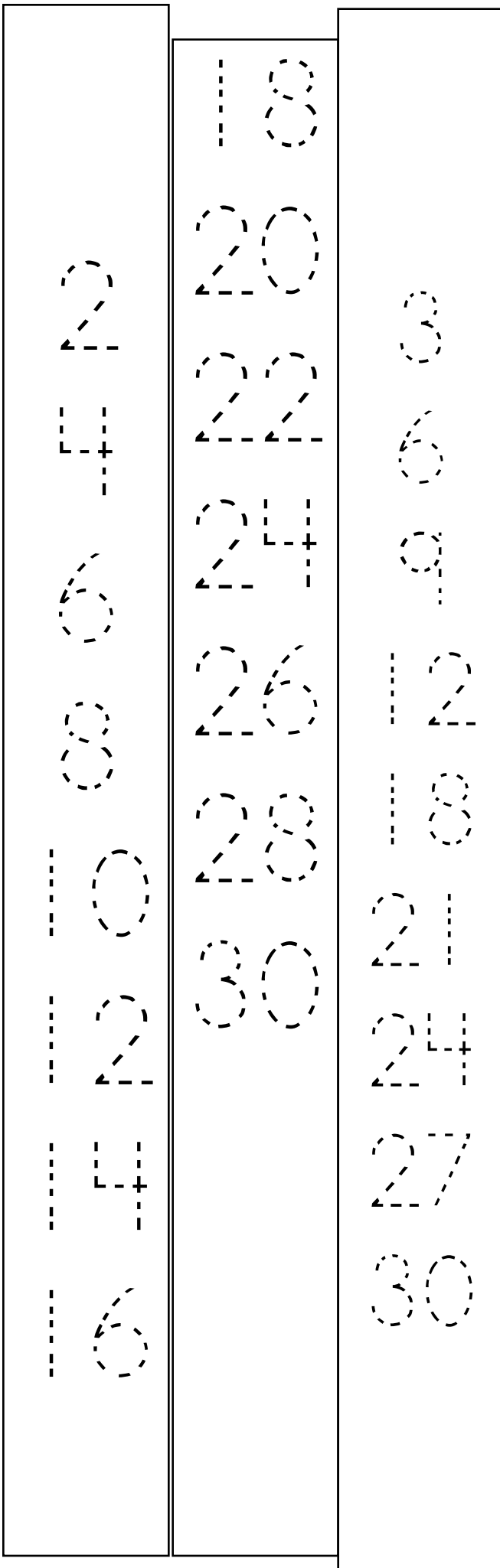
Teacher can also call on a student to spy a number and call it out.

Students slide to that number.

When they spy it they hold it up so that you can whole-group assess.

The 1st one to do so correctly, gets to choose the next number.

One turn per student though, so that you make sure that everyone gets a turn.



Number Slider

Skip counting by
5's & 10's

Cut out the strips and glue them into one long strip so that the numbers are in the proper order.

Students trace the numbers.

Teacher decides what # strip students should insert into their slider.

Children pull on the bottom of the strip to slide the numbers through the viewing hole.

Teacher and students count together.

When they get to the end everyone can yell "Hooray!"

Teacher can also call on a student to spy a number and call it out.

Students slide to that number.

When they spy it they hold it up so that you can whole-group assess.

The 1st one to do so correctly, gets to choose the next number.

One turn per student though, so that you make sure that everyone gets a turn.

5	45	90	
10	50	95	10
15	55	100	20
20	60		30
25	65		40
30	70		50
35	75		60
40	80		70
	85		80
			90
			100



Numb Skull Number Puzzle Directions

A quick, easy and fun way to get your kiddo's sequencing numbers is via a number puzzle.

One of my Y5 report card standards was to be able to put a puzzle together, so this was especially beneficial.

Print off the puzzles on construction paper, or card stock, laminate and trim.

Keep each puzzle in its own Ziplock Baggie.

Pass them out to your students and set a timer.

See who can complete their puzzle the fastest.

When they are done with one, they may exchange theirs with another student who has a different one.

You can use these each year, or skip the lamination and give each child a puzzle to take home.

They can cut their own strips, mess them up and put them together.

Students can also cut their strips and glue them in sequential order to a black sheet of construction paper. Leave a tiny gap in between for a cool effect.

1

2

3

4

5

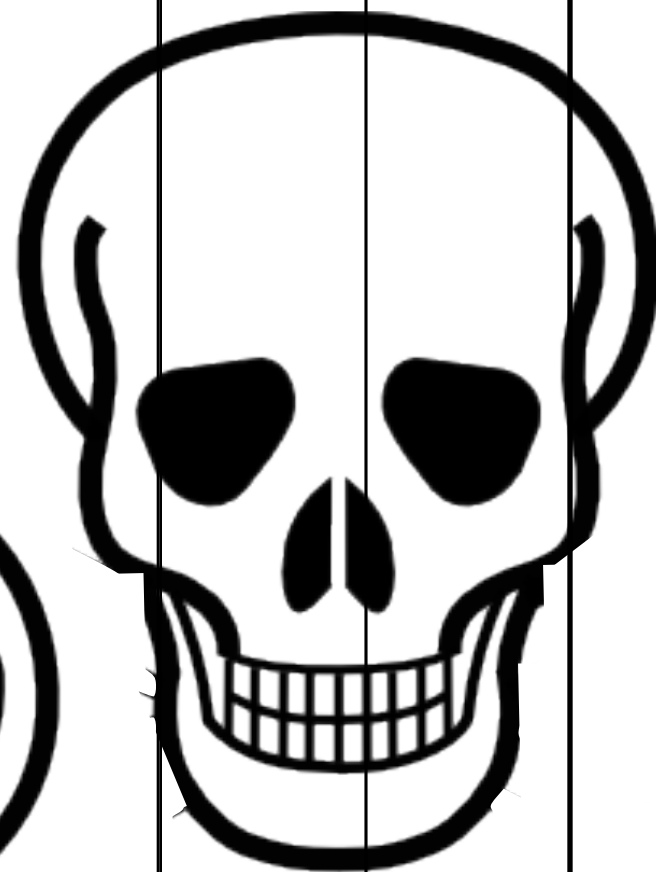
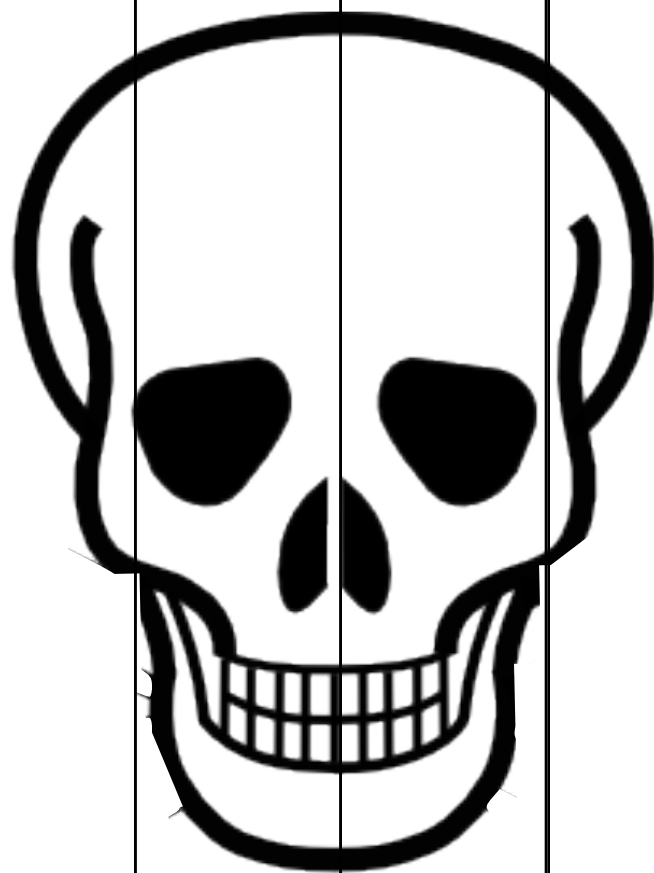
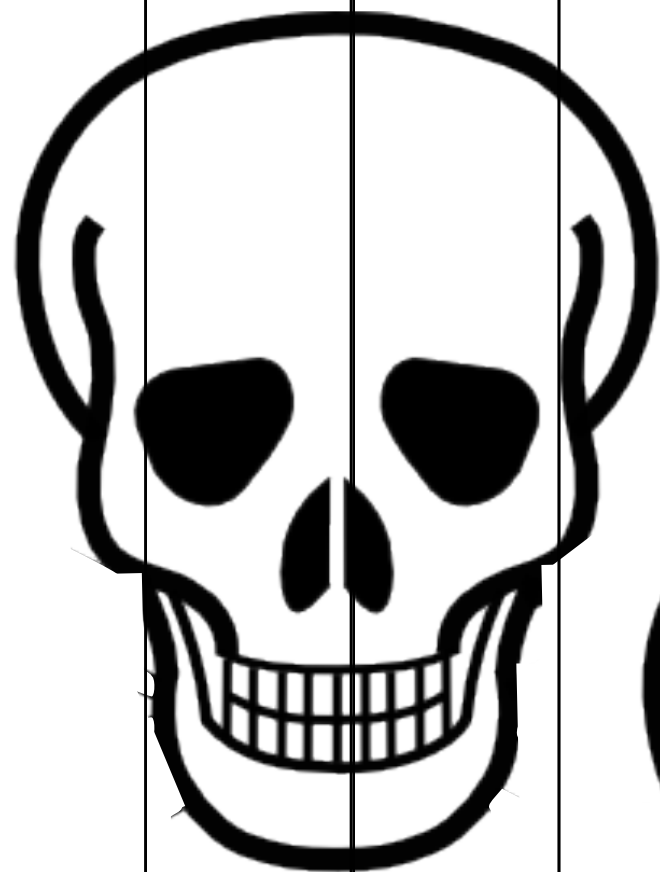
6

7

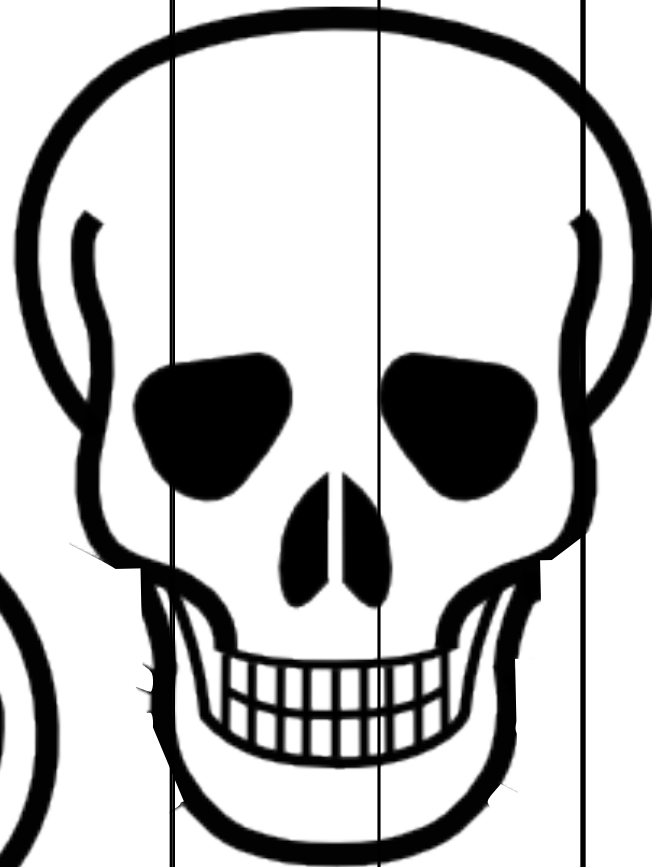
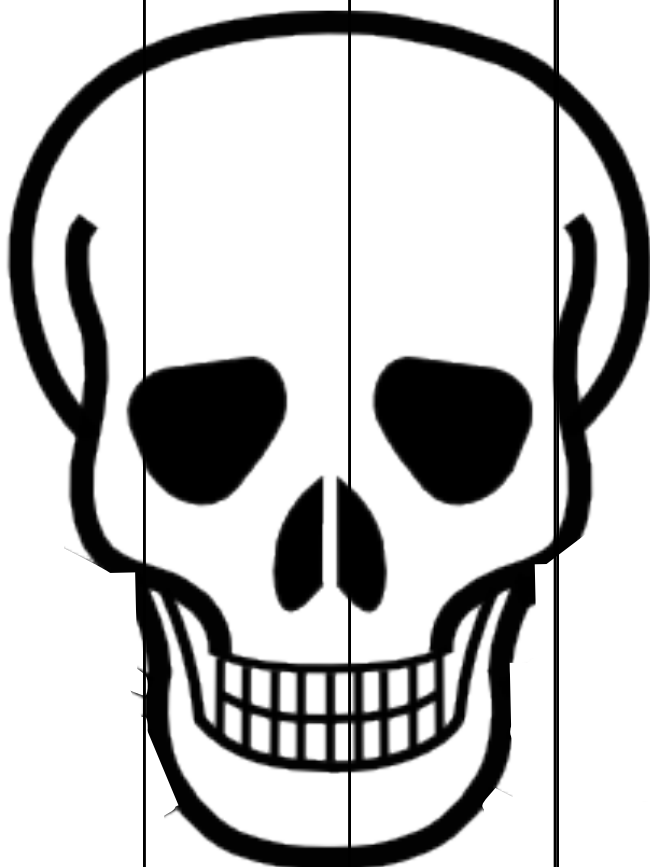
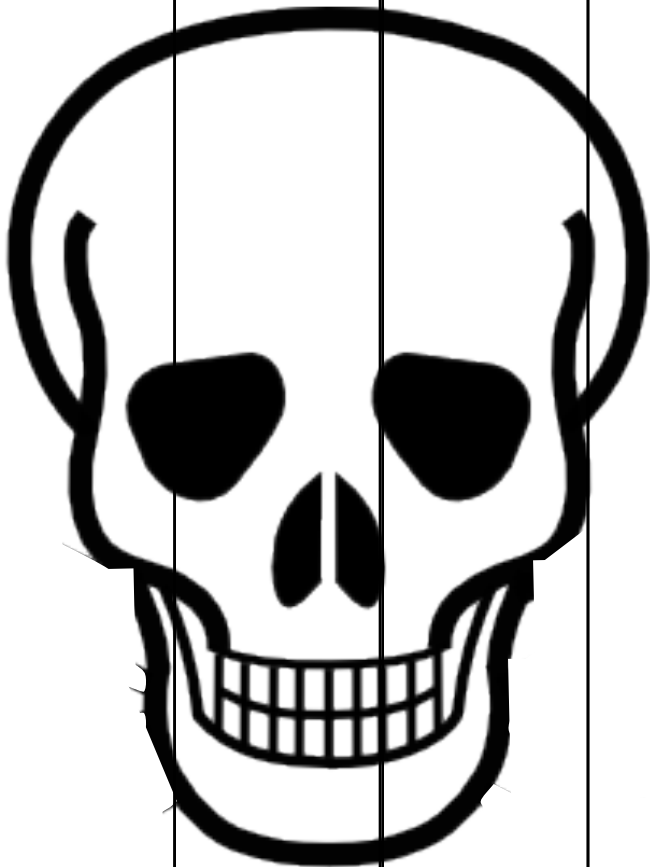
8

9

10



10	9	8	7	6	5	4	3	2	1
----	---	---	---	---	---	---	---	---	---



10	20	30	40	50	60	70	80	90	100
----	----	----	----	----	----	----	----	----	-----

