

Name:

For Loop Fun

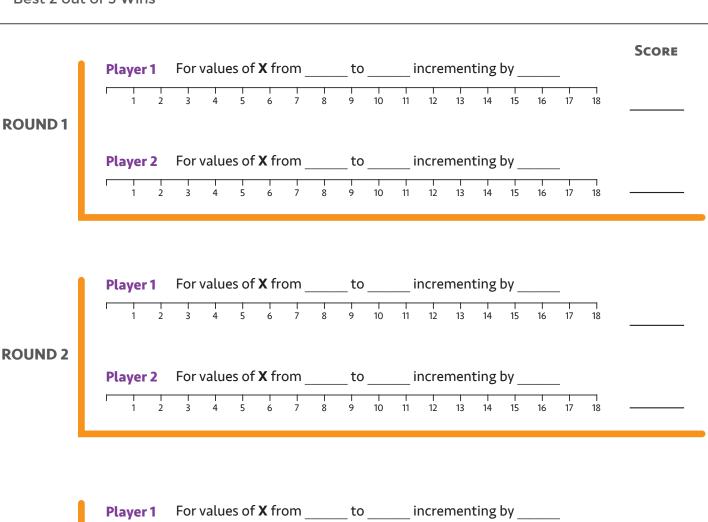




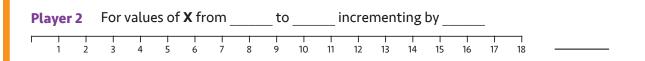
Date: _

Directions:

- * Use the number lines to trace the "for loop" for each turn
 - * Start at the starting value of X
 - * Count down the number line, circling the numbers at the correct interval
 - * Stop when you get to the stopping value
- * Add all of the circled values to get the score for your round
- * Best 2 out of 3 Wins







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Unplugged

Name: ______

For Loop Fun

C O D E

Date:

Sample Game Sheet

Directions:

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