

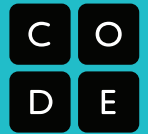


Name: \_\_\_\_\_

Date: \_\_\_\_\_

# For Loop Fun

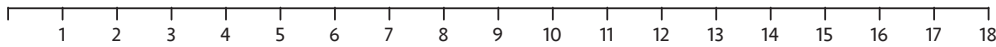
## Number Lines and Score Sheet



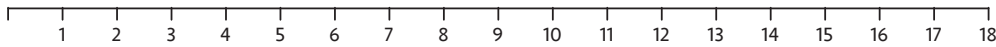
### Directions:

- \* 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

### ROUND 1

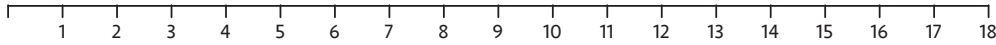
**Player 1**For values of **X** from \_\_\_\_\_ to \_\_\_\_\_ incrementing by \_\_\_\_\_  
starting value      stopping value      interval**SCORE**

\_\_\_\_\_

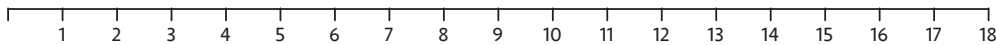
**Player 2**For values of **X** from \_\_\_\_\_ to \_\_\_\_\_ incrementing by \_\_\_\_\_  
starting value      stopping value      interval

\_\_\_\_\_

### ROUND 2

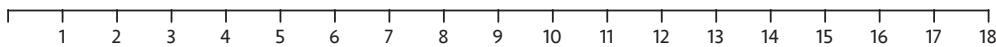
**Player 1**For values of **X** from \_\_\_\_\_ to \_\_\_\_\_ incrementing by \_\_\_\_\_  
starting value      stopping value      interval

\_\_\_\_\_

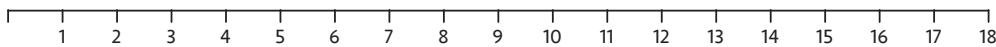
**Player 2**For values of **X** from \_\_\_\_\_ to \_\_\_\_\_ incrementing by \_\_\_\_\_  
starting value      stopping value      interval

\_\_\_\_\_

### ROUND 3

**Player 1**For values of **X** from \_\_\_\_\_ to \_\_\_\_\_ incrementing by \_\_\_\_\_  
starting value      stopping value      interval

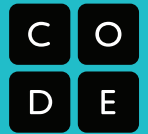
\_\_\_\_\_

**Player 2**For values of **X** from \_\_\_\_\_ to \_\_\_\_\_ incrementing by \_\_\_\_\_  
starting value      stopping value      interval

\_\_\_\_\_

# For Loop Fun

## Sample Game Sheet



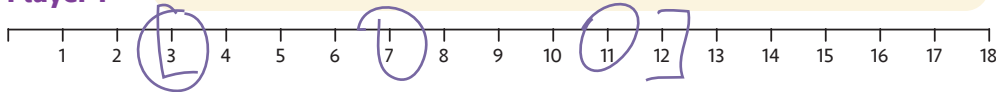
### Directions:

- \* 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

### ROUND 1

**Player 1**

For values of X from 3 to 12 incrementing by 4  
starting value      stopping value      interval

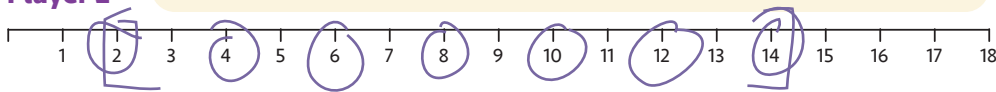


**SCORE**

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**Player 2**

For values of X from 2 to 14 incrementing by 2  
starting value      stopping value      interval

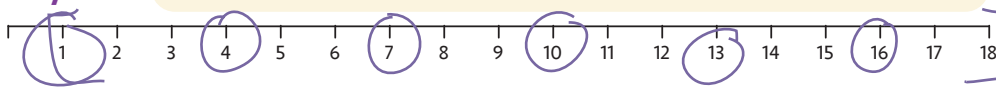


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### ROUND 2

**Player 1**

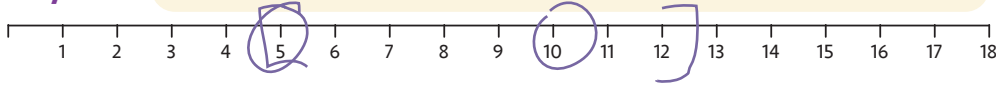
For values of X from 1 to 18 incrementing by 3  
starting value      stopping value      interval



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**Player 2**

For values of X from 5 to 12 incrementing by 5  
starting value      stopping value      interval

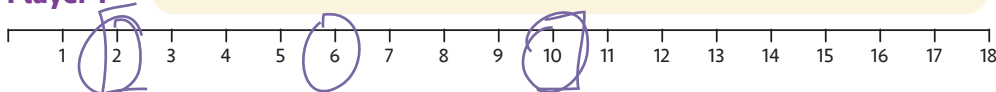


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### ROUND 3

**Player 1**

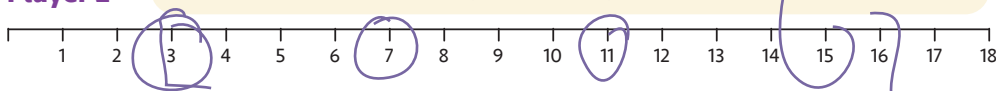
For values of X from 2 to 10 incrementing by 4  
starting value      stopping value      interval



18

**Player 2**

For values of X from 3 to 16 incrementing by 4  
starting value      stopping value      interval



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