



OH

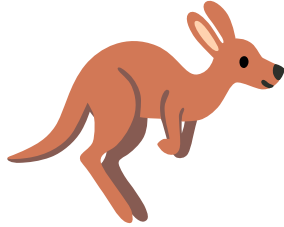


MY



CLASSROOM

SKIP COUNTING BY 1



A grid of ten dashed circles arranged in two rows of five. The top row has arrows pointing from left to right between each circle. The bottom row has arrows pointing from right to left between each circle. This layout is designed for a child to practice skip counting by 1s.

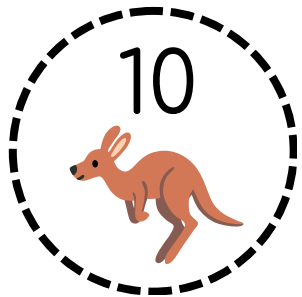
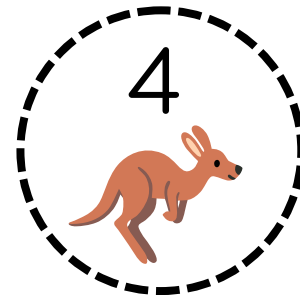
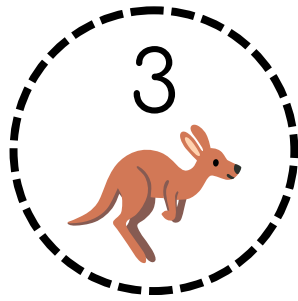


OH

MY

CLASSROOM

SKIP COUNTING BY 1





OH

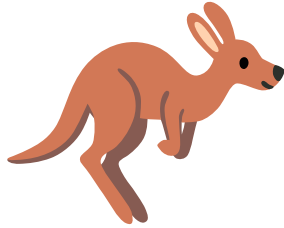


MY



CLASSROOM

SKIP COUNTING BY 2



A grid of ten dashed circles arranged in two rows of five. The top row has arrows pointing from the first circle to the second, second to third, third to fourth, and fourth to fifth. The bottom row has arrows pointing from the fifth circle back to the fourth, fourth to third, third to second, and second to first. This layout is designed for a child to skip count by 2s starting from the first circle in the top row.

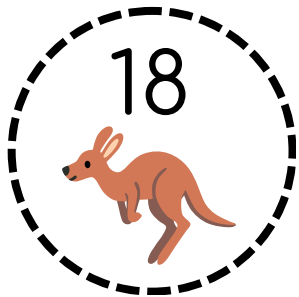
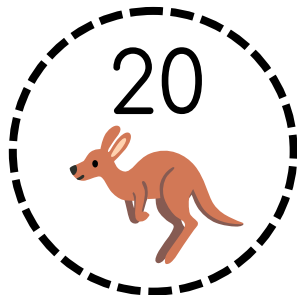
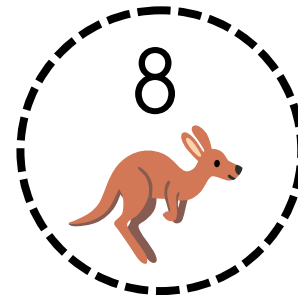
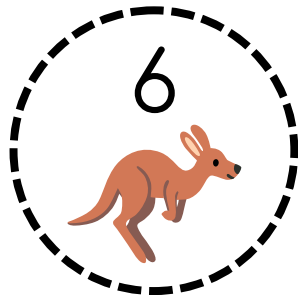


OH

MY

CLASSROOM

SKIP COUNTING BY 2





OH

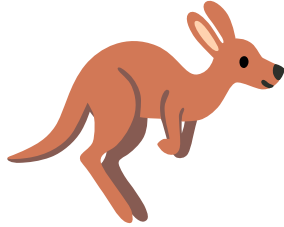


MY



CLASSROOM

SKIP COUNTING BY 5



A grid for skip counting by 5. It consists of two rows of five dashed circles each. The top row has arrows pointing from the first circle to the second, second to third, third to fourth, and fourth to fifth. The bottom row has arrows pointing from the fifth circle back to the fourth, fourth to third, third to second, and second to first. This layout is designed to help children practice counting by 5s in both directions.

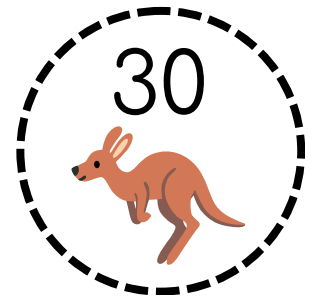
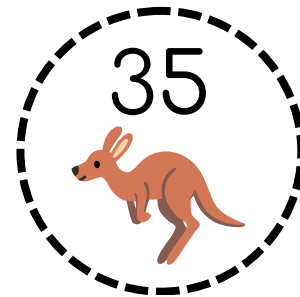
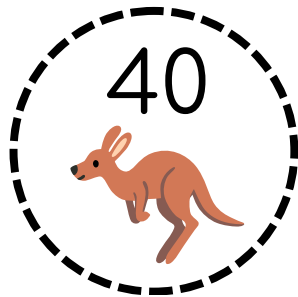
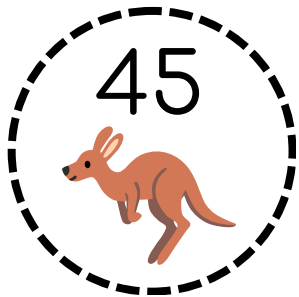
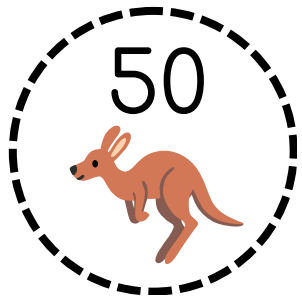
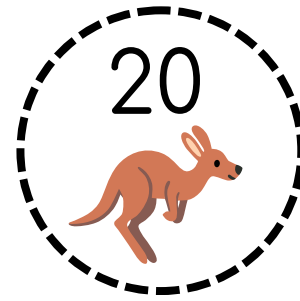
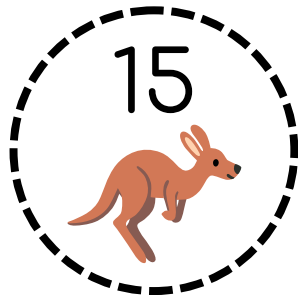


OH

MY

CLASSROOM

SKIP COUNTING BY 5



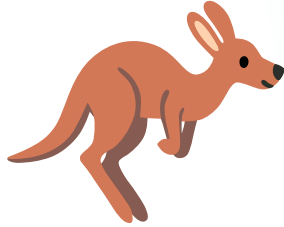


OH

MY

CLASSROOM

SKIP COUNTING BY 10

A grid of ten dashed circles arranged in two rows of five. The top row has arrows pointing from left to right between each circle. The bottom row has arrows pointing from right to left between each circle. This layout is designed for a child to practice skip counting by 10s.



OH

MY

CLASSROOM

SKIP COUNTING BY 10

