

0	1	2	3	4	5	6	7	8	9	10
	11	12	13	14	15	16	17	18	19	20



0	1	2	3	4	5	6	7	8	9	10
	11	12	13	14	15	16	17	18	19	20

Number Path 0—20 (Blank)

0

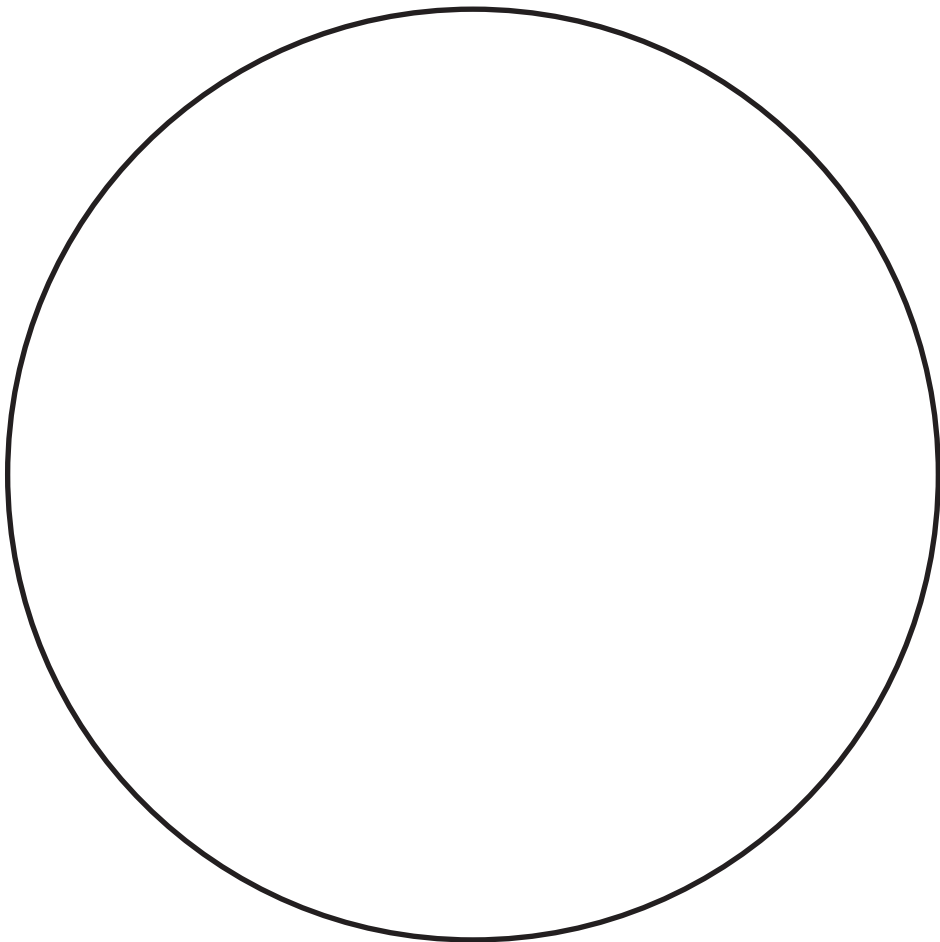
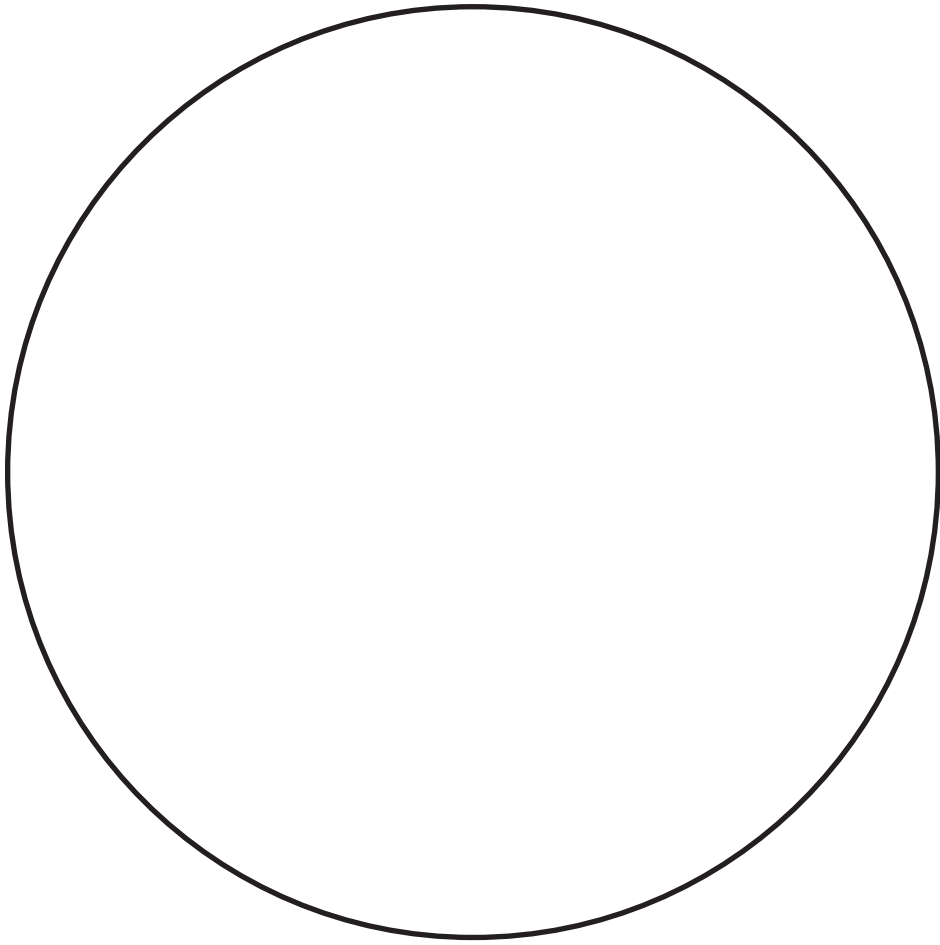


0

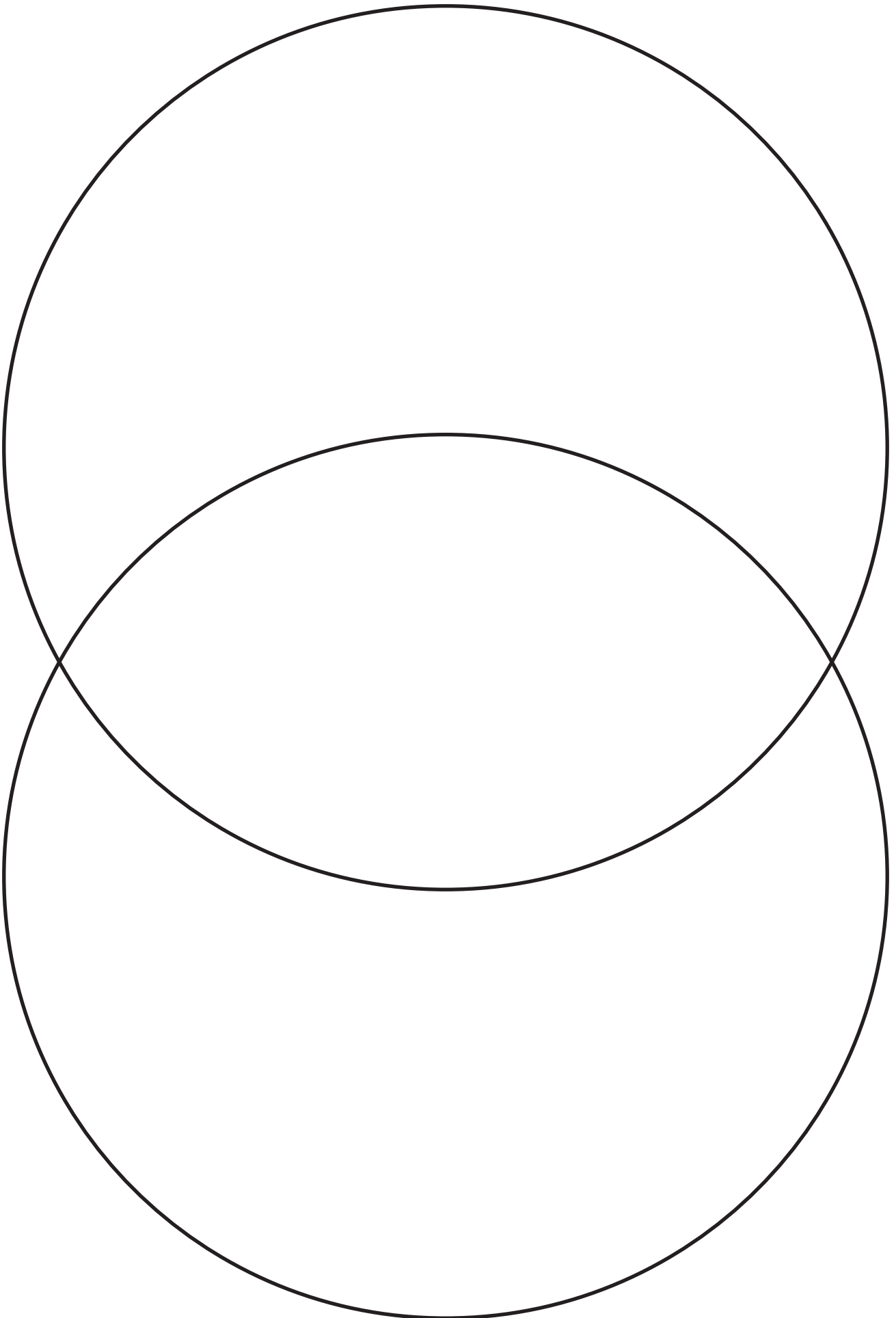
Place Value Grid

tens	ones

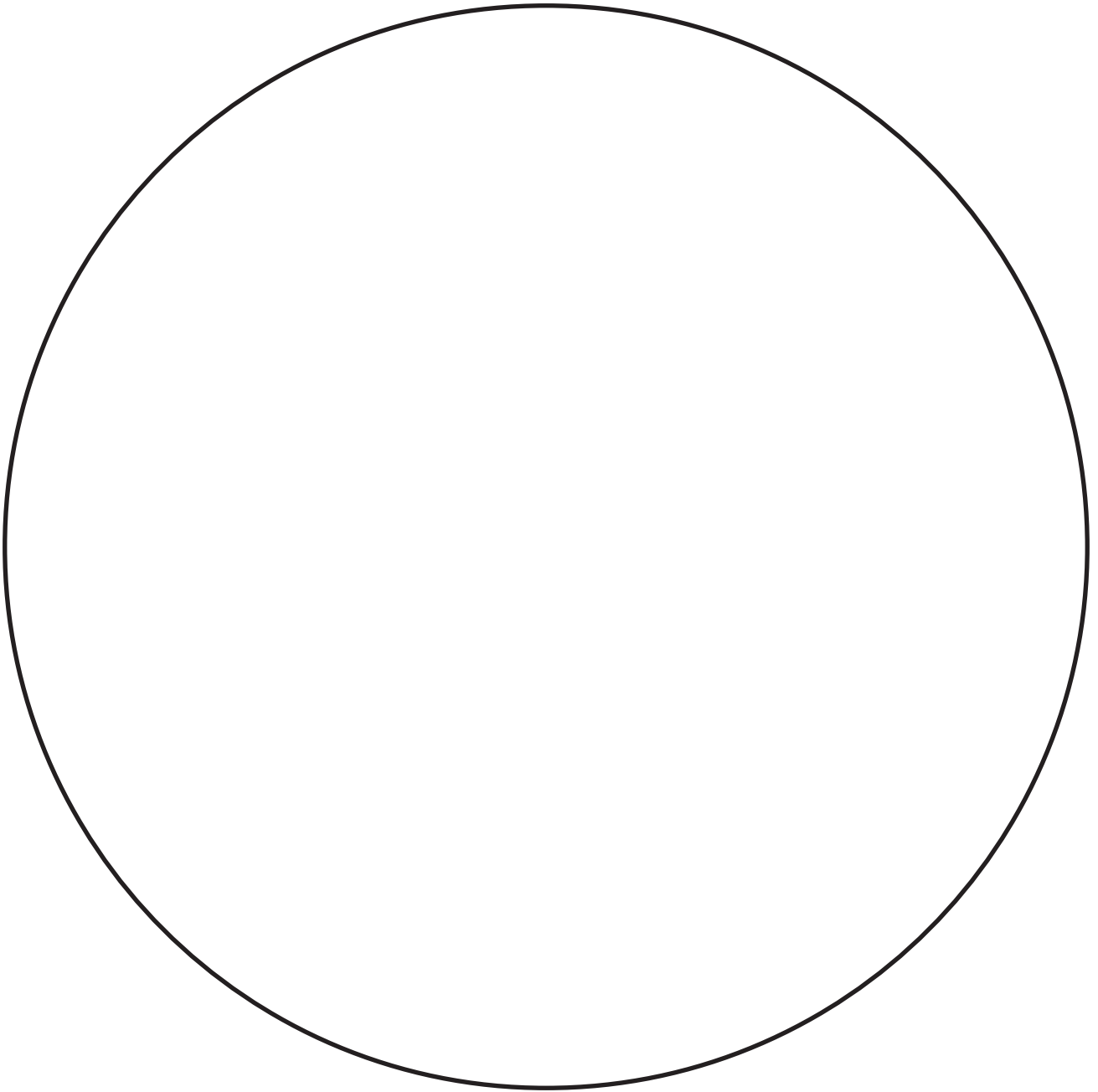
Sorting Circles (1 of 3)



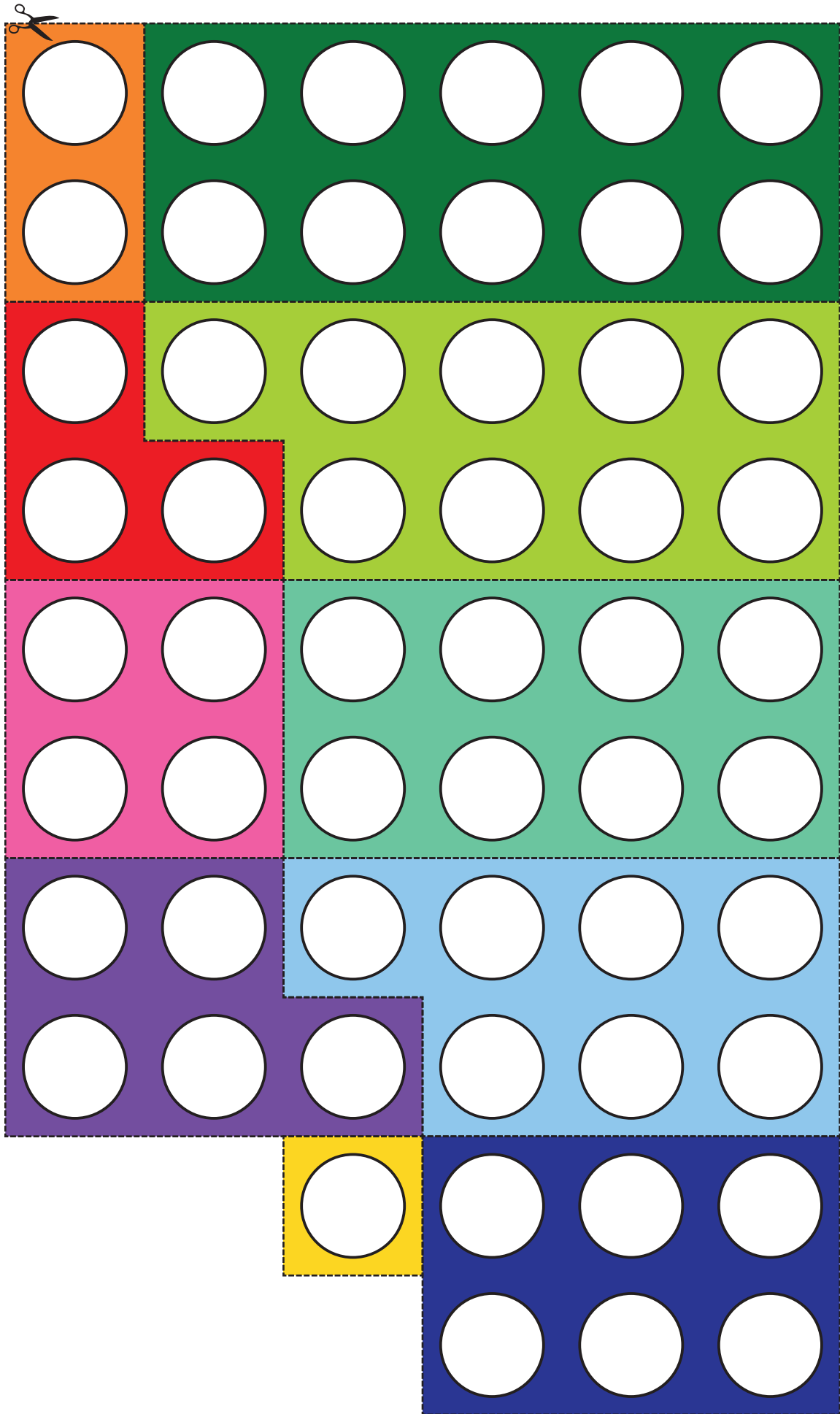
Sorting Circles (2 of 3)



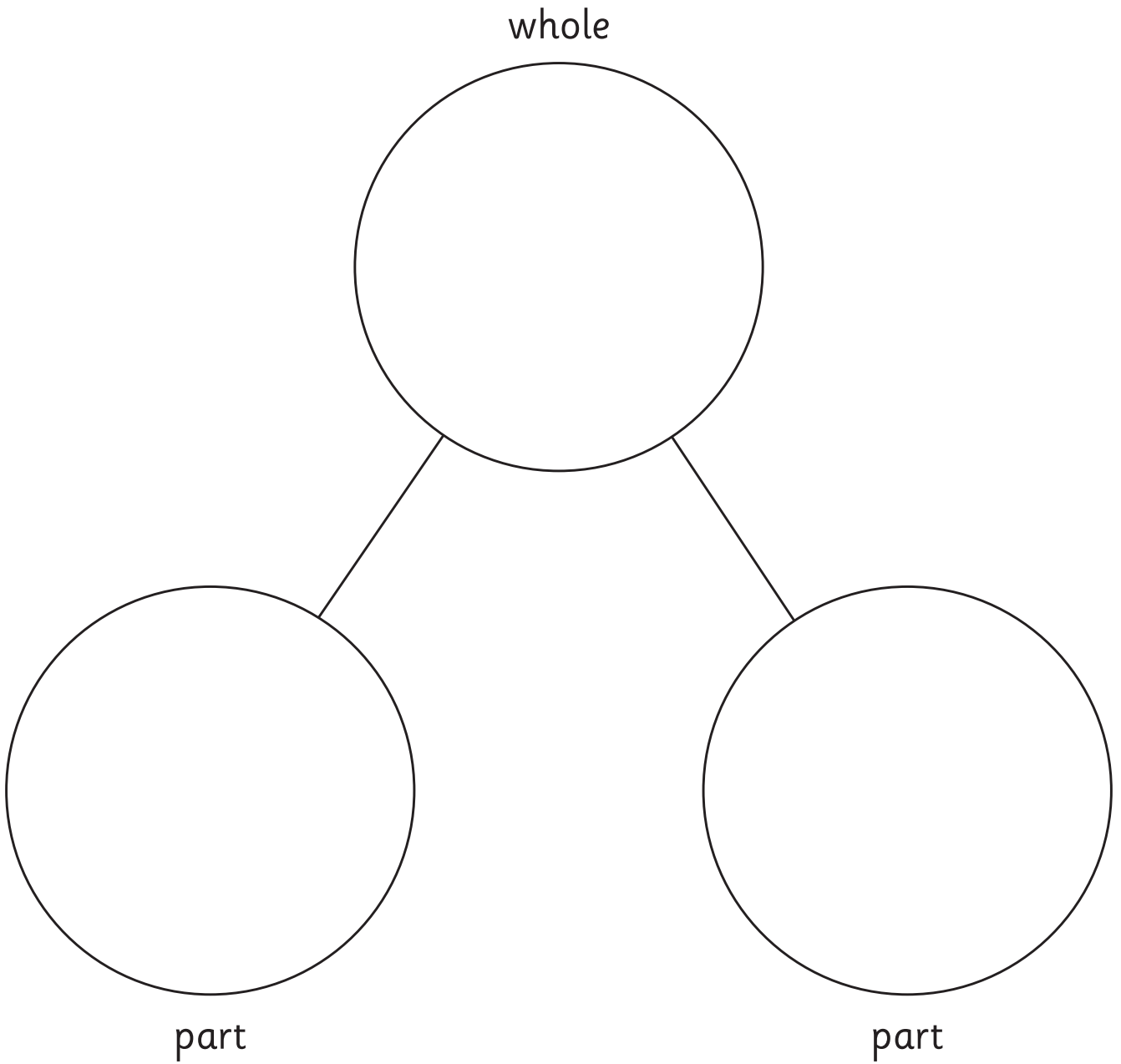
Sorting Circles (3 of 3)



Number Shapes



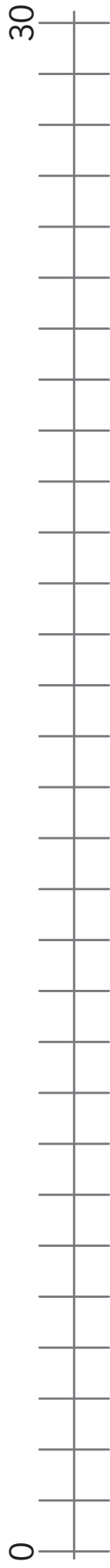
Branching Bonds



Ten Frames

































Number Line 0—30

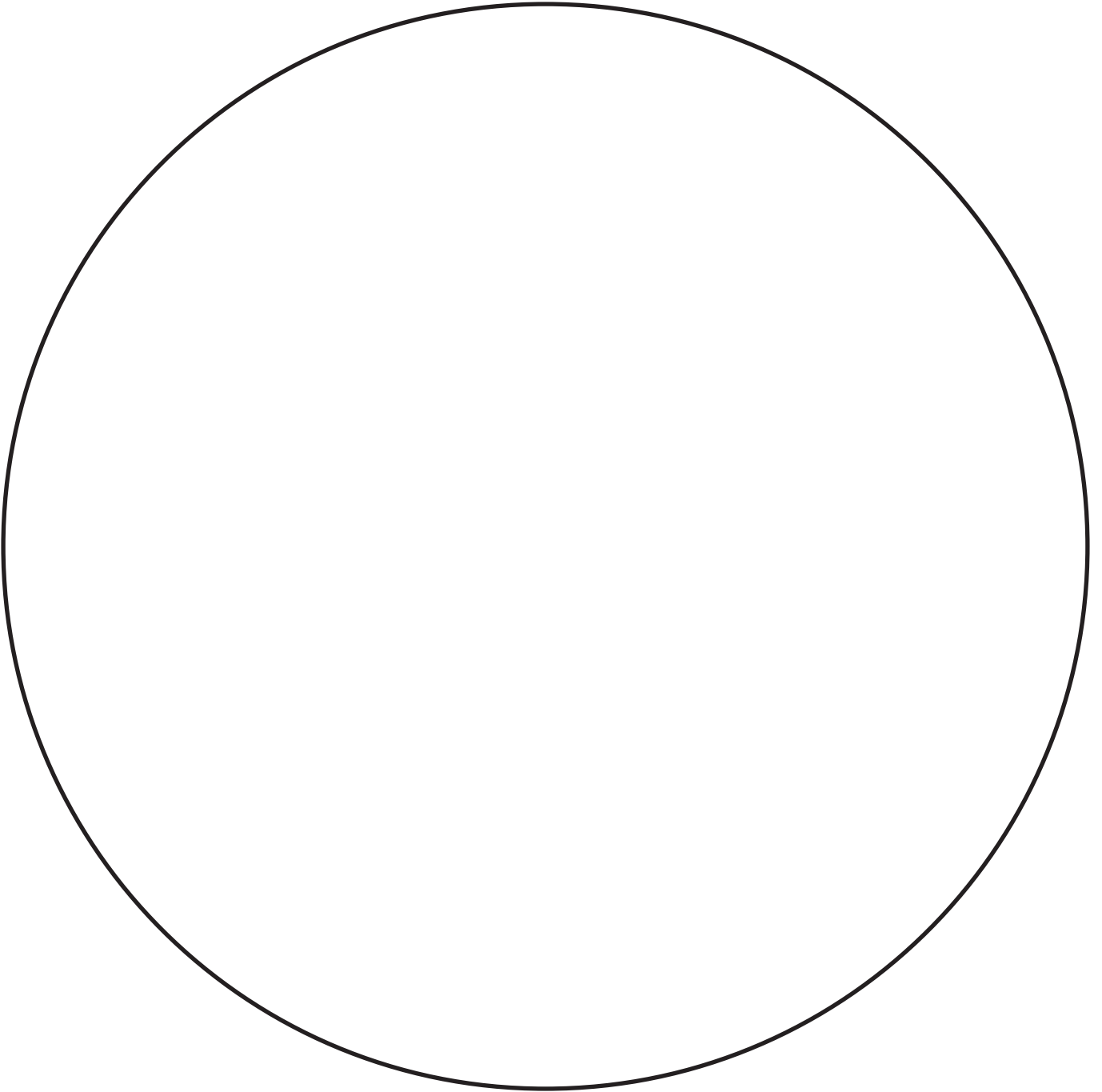


Base Ten Blocks

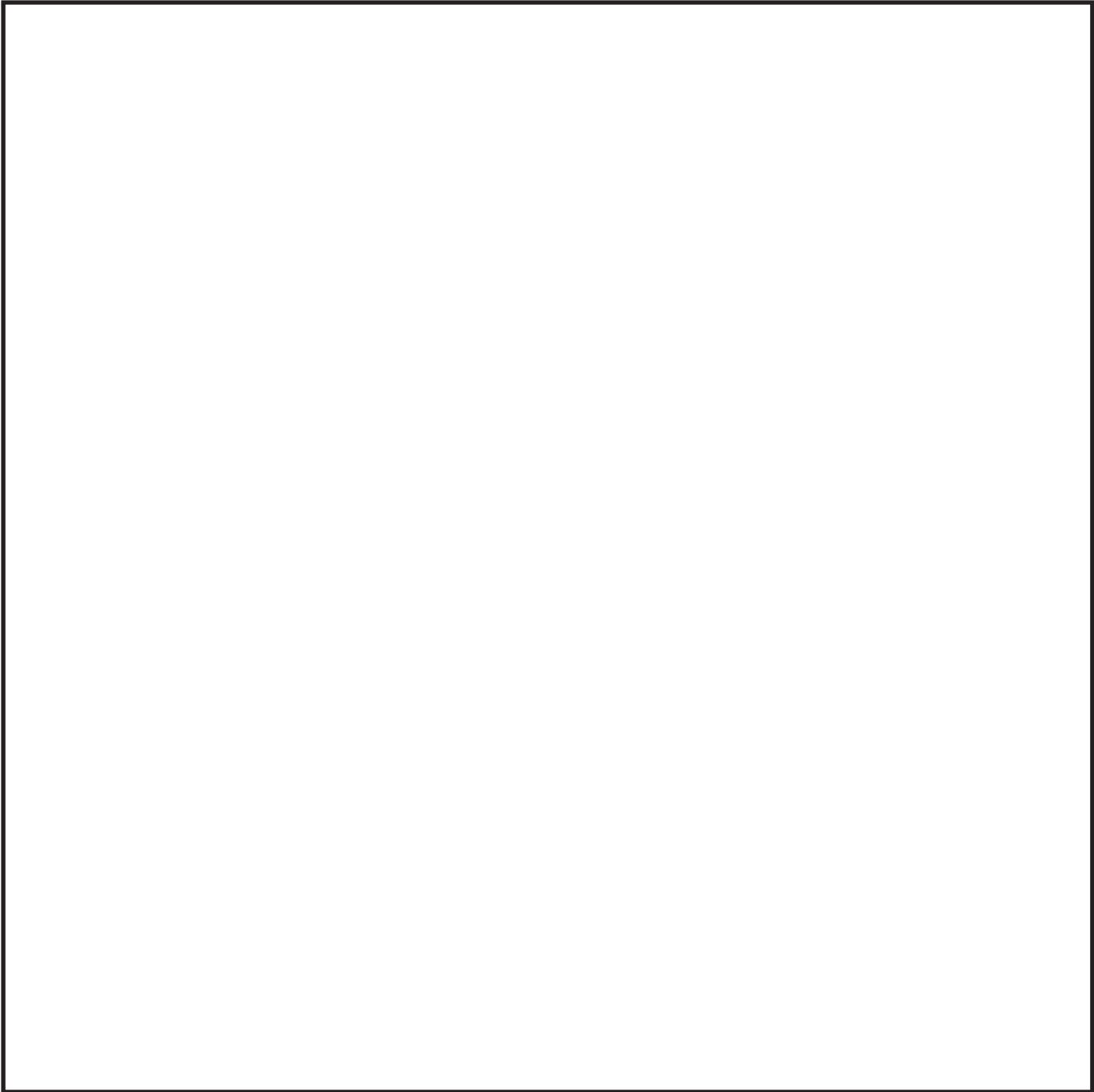


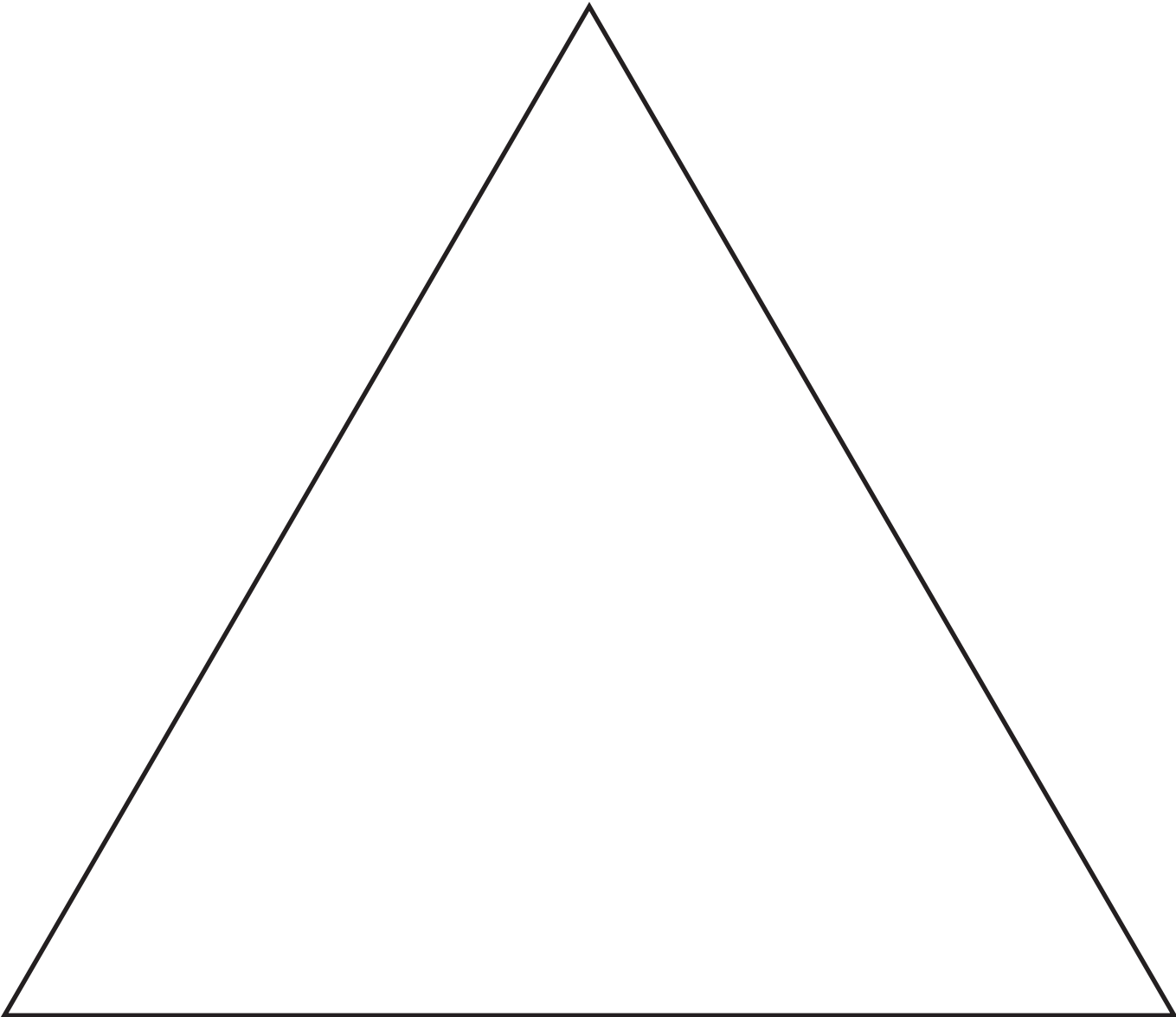
2-D Shapes (1 of 7)



2-D Shapes (2 of 7)



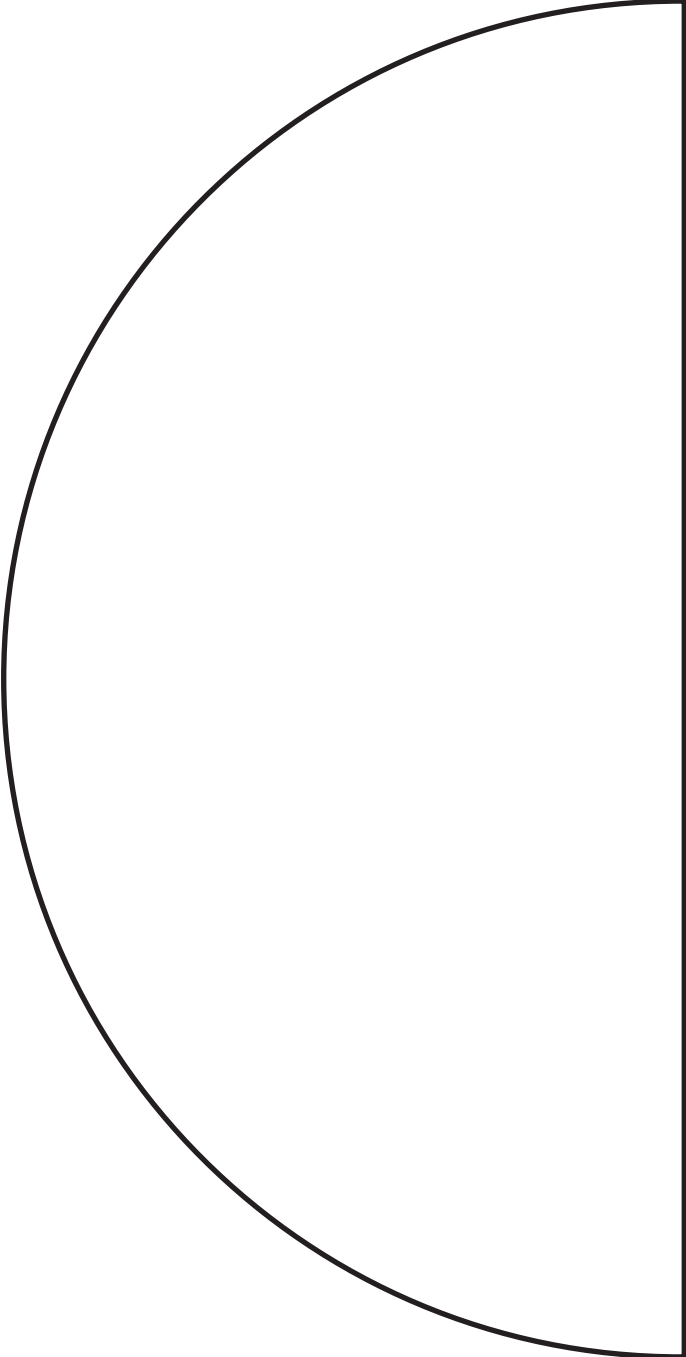
2-D Shapes (3 of 7)



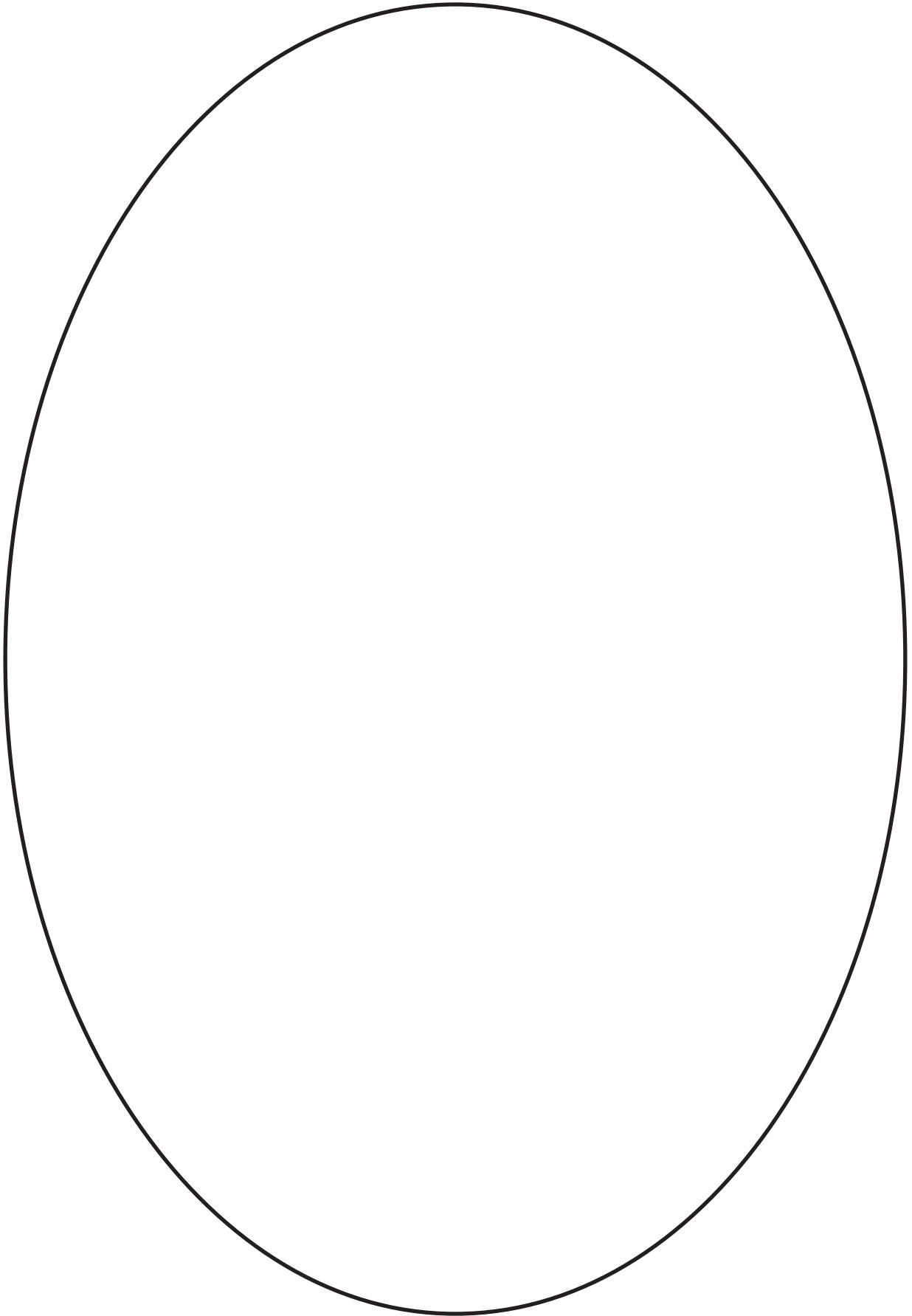
2-D Shapes (4 of 7)



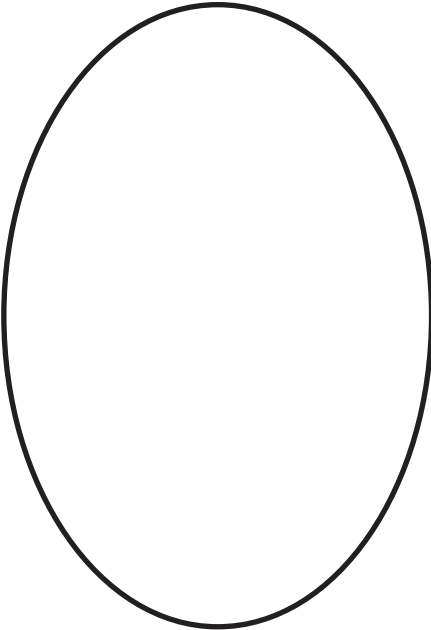
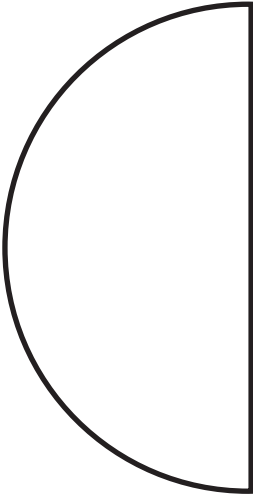
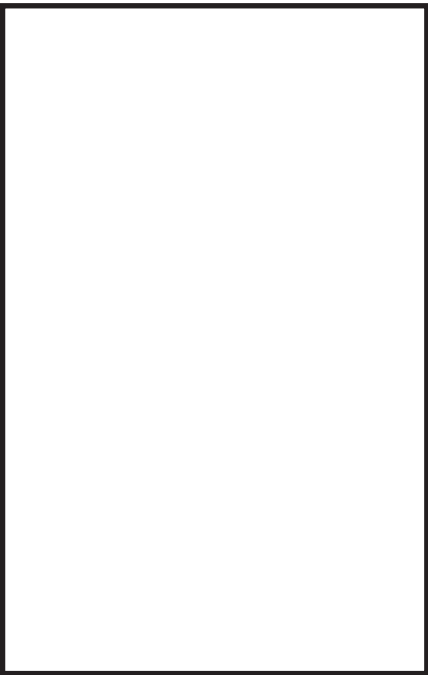
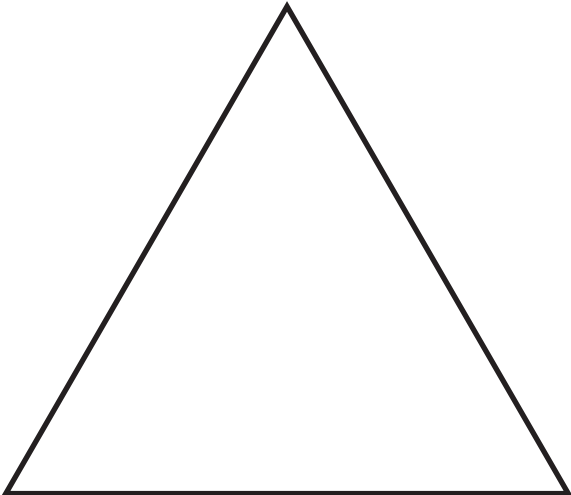
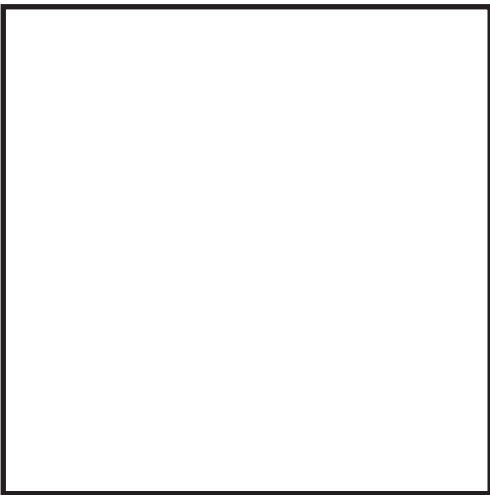
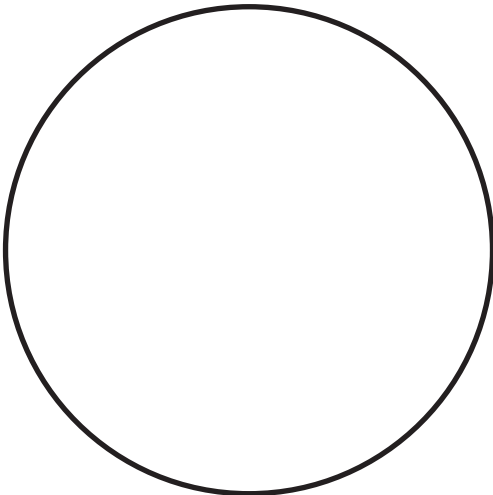
2-D Shapes (5 of 7)



2-D Shapes (6 of 7)

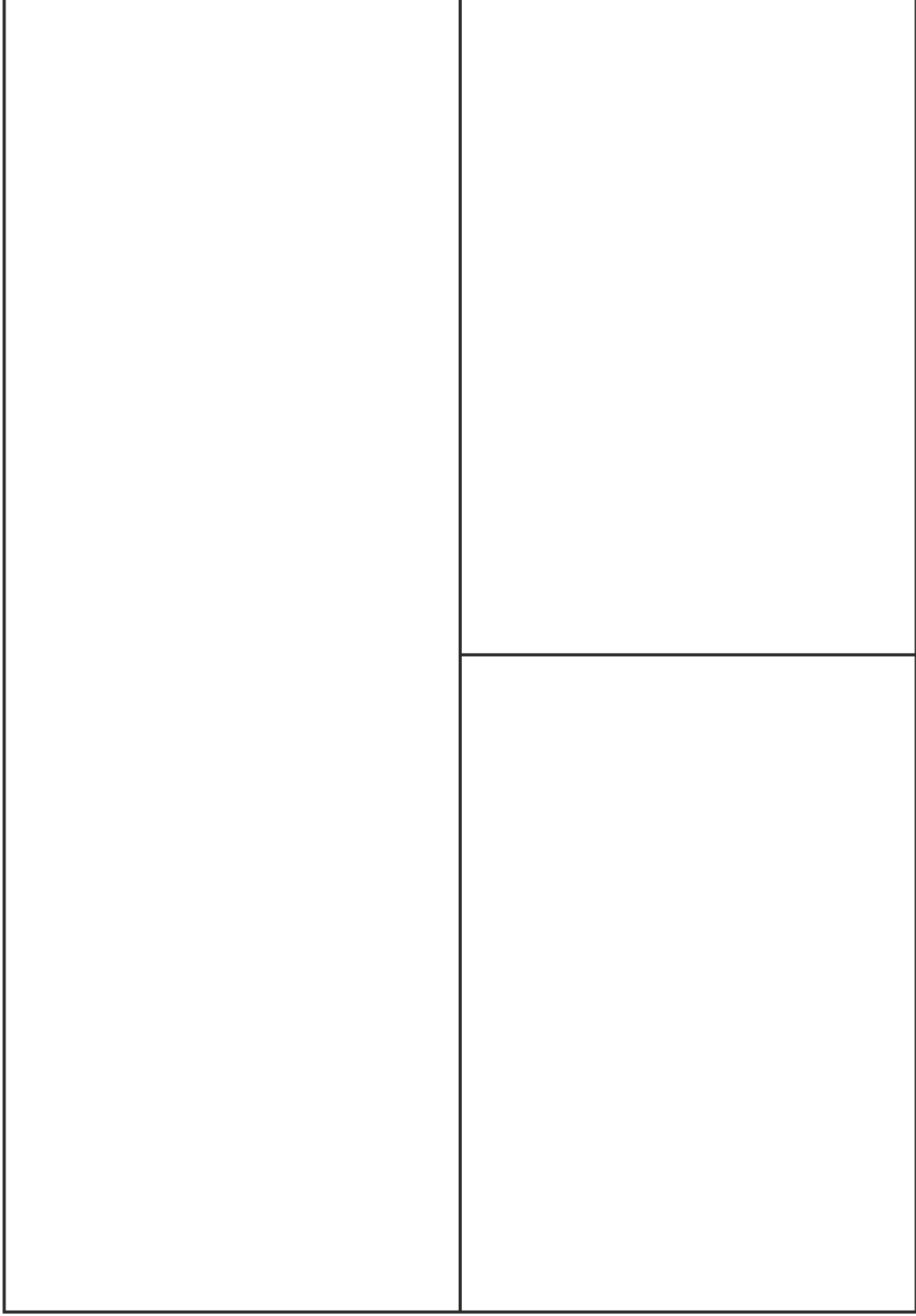


2-D Shapes (7 of 7)



Bar Model

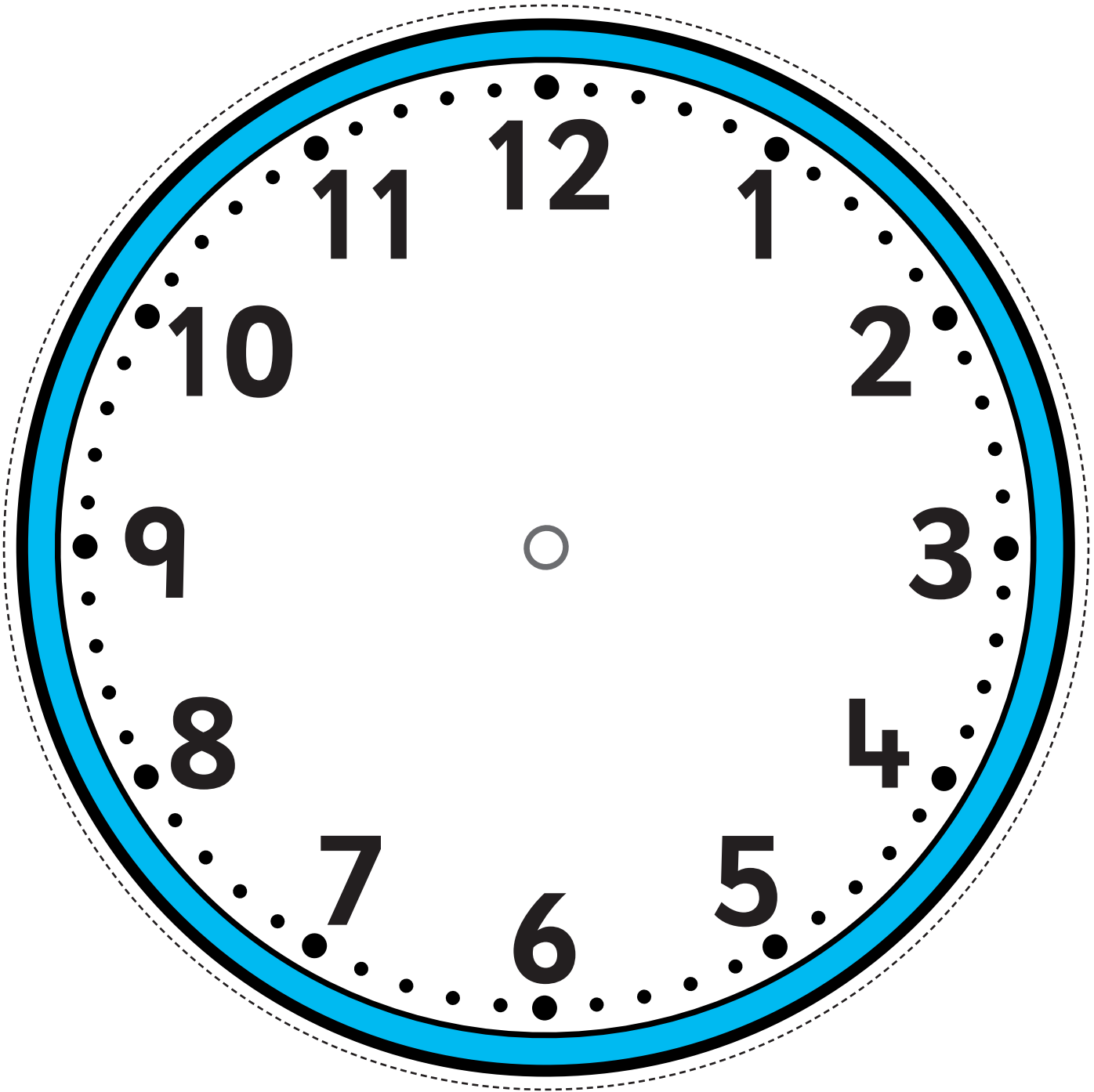
whole



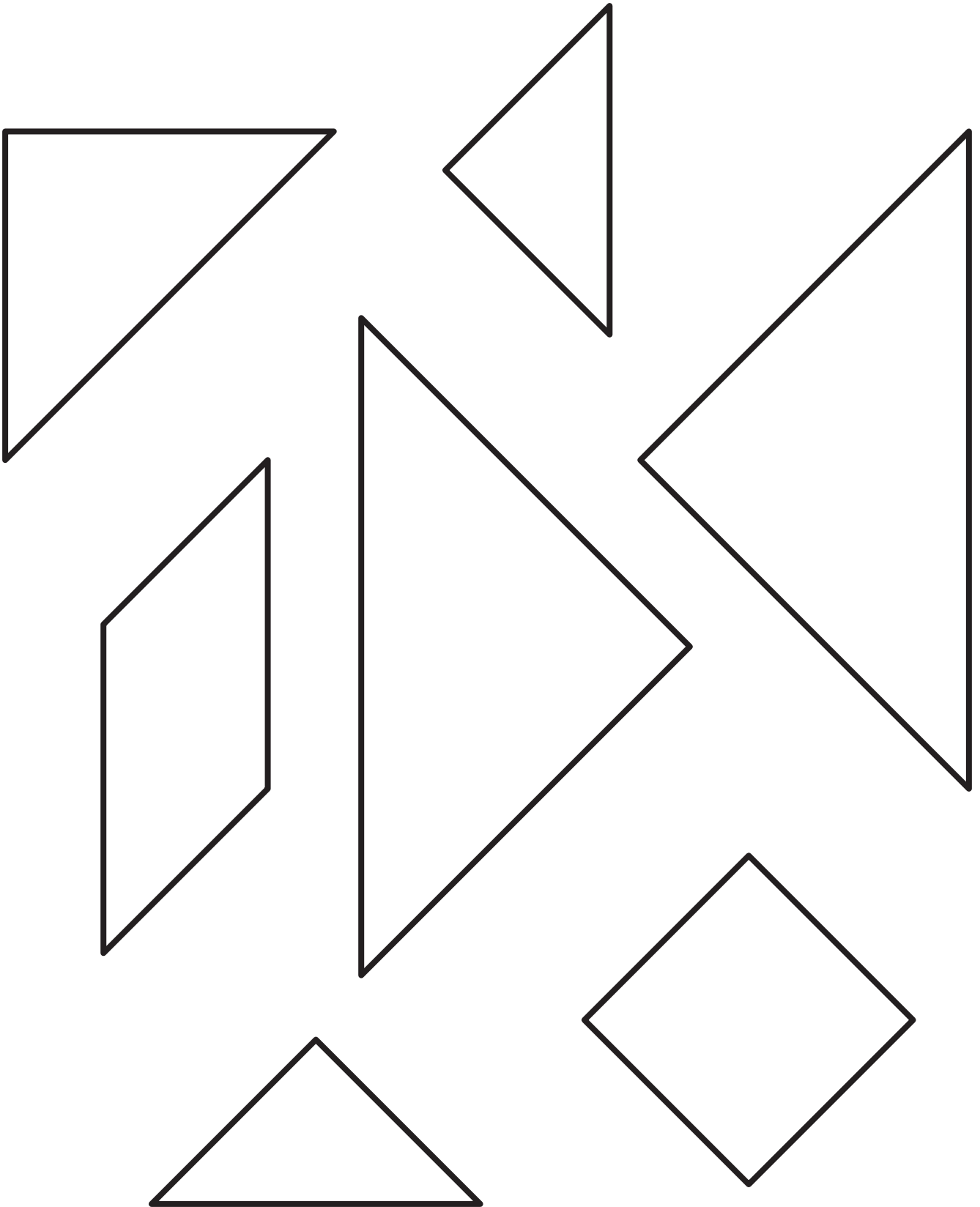
part

part

Analogue Clock Face and Hands



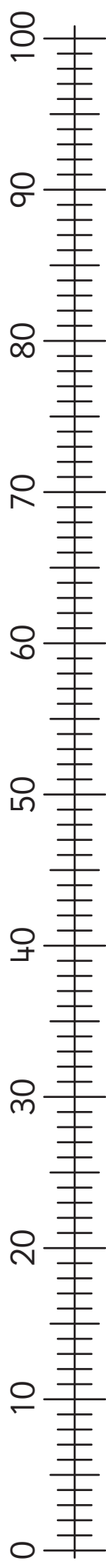
Tangrams



Hundred Square

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
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

Number Line 0—100



Block Graph

Title:

Footprints in the Sand



Numbers 0–20



1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20