



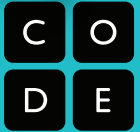
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Name: _____

Teacher Key

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

SAMPLE

ROUND 1

Player 1 For values of X from 3 to 12 incrementing by 4
starting value stopping value interval

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

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

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

SCORE
21
56

ROUND 2

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

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

Player 2 For values of X from 5 to 12 incrementing by 5
starting value stopping value interval

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

SCORE
51
15

ROUND 3

Player 1 For values of X from 2 to 10 incrementing by 4
starting value stopping value interval

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

Player 2 For values of X from 3 to 16 incrementing by 4
starting value stopping value interval

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

SCORE
18
36