# Hallway Number Line Hop

Ages 5-6 suggested | US Letter / Actual size | Whole-page play; adult cutting optional

Parent guide: Start with the tabletop line. Point below each new tick with a fingertip. Choose a start and move that fit the section you are using; no loose counter or die is needed.

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

**Tabletop number line 0-20. Point below the ticks; no loose marker needed.**




Start on 4; move 3 new ticks: 5, 6, 7. The landing is 7. Do not count the starting tick as a move. A move must fit the shown section: 9 + 2 needs 11, not a stop at 10. Use the full line or choose a smaller move. Optional walking: put number displays BESIDE a clear route, never under feet; tabletop play is enough.

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Parent guide: Choose a start and move on this whole page; adult cutting is optional.

| | | | | |
|---|---|---|---|---|
| 0 start | 1 start | 2 start | 3 start | 4 start |
| 5 start | 6 start | 7 start | 8 start | 9 start |

| | | | | | |
|---|---|---|---|---|---|
| 1 hop | 2 hop | 3 hop | 4 hop | 5 hop | 6 hop |

Point to a start (0-9) and a move (1-6). On the full 0-20 line every pairing fits: the largest sum is 9 + 6 = 15. Point below the ticks and count new moves only. For a shorter section, first check that the sum fits; choose again rather than stopping early.