LESSON MAKER PRO

Number Line Spots

Find where each number belongs.

GRADE 2 · TEKS 2.2.E

2.2.E "locate the position of a given whole number on an open number line; and"

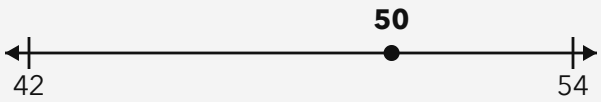
NAME _____ DATE _____

FIND THE SPOT

An open number line has no fixed sequence of tick marks. Use the labeled benchmark numbers to place a new number between them. Larger numbers go to the right. Explain your placement by comparing the distances between numbers.

WORKED EXAMPLE

Locate 50 on the open number line with benchmarks 42 and 54. The completed dot shows the solution.

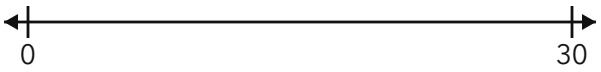


1. The benchmark distance is 54−42=12.
2. 50 is 8 more than 42 and 4 less than 54.
3. Mark 50 two thirds of the distance from 42 toward 54.

Answer: 50 lies between 42 and 54, twice as far from 42 as from 54.

PRACTICE 4 problems

1 Locate 20 between benchmarks 0 and 30. Add and label your own dot on the open line.

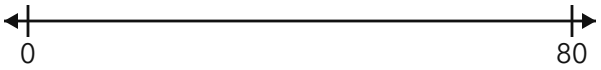


ANSWER _____

2 A frog's jump line starts at 11. Each mark is 3 more. It shows 11, 14, 17, 20. Write the next mark.

ANSWER _____

3 Locate 60 between benchmarks 0 and 80. Add and label your own dot on the open line.



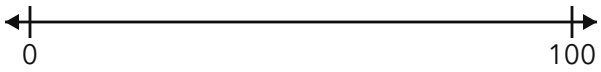
ANSWER _____

4 A game path starts at 7. Each mark is 4 more. It shows 7, 11, 15, 19. Write the next mark.

ANSWER _____

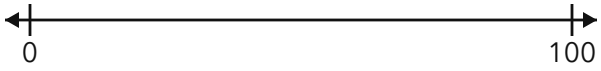
APPLY IT Show your work

1 Ava earns 80 game points. Locate 80 between benchmarks 0 and 100 on the open line. Label your dot and explain.



ANSWER _____

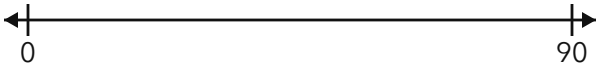
2 Kai earns 90 points. Locate 90 between benchmarks 0 and 100 on the open line. Label your dot and explain.



ANSWER _____

CHALLENGE One step up

Locate 75 between benchmarks 0 and 90 on the open line. Label your dot and explain its location.



WORK SPACE AND ANSWER

ANSWER KEY # Number Line Spots

GRADE 2 · TEKS 2.2.E

PART 1 · PRACTICE

#	PROBLEM	ANSWER
1	Locate 20 between benchmarks 0 and 30. Add and label your own dot on the open line.	**20 is two thirds of the distance from 0 to 30.**
2	A frog's jump line starts at 11. Each mark is 3 more. It shows 11, 14, 17, 20. Write the next mark.	**23**
3	Locate 60 between benchmarks 0 and 80. Add and label your own dot on the open line.	**60 is three fourths of the distance from 0 to 80.**
4	A game path starts at 7. Each mark is 4 more. It shows 7, 11, 15, 19. Write the next mark.	**23**

PART 2 · APPLY IT

1. **80 is four fifths of the distance from 0 to 100.** 80 is 80 more than 0 and 20 less than 100. Its gap from 0 is four times its gap from 100.
2. **90 lies close to 100, nine tenths of the distance from 0 to 100.** 90 is 90 more than 0 and 10 less than 100. Its gap from 0 is nine times its gap from 100.

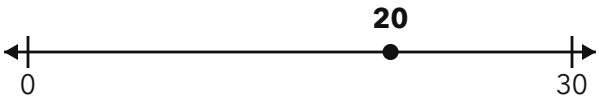
CHALLENGE

75 lies between 0 and 90, five sixths of the way from 0 to 90. The remaining distance is 15, so the gap from 0 is five times the gap from 90.

Check student-added labeled dots, sensible relative positions and number-distance explanations. Benchmark labels alone are supplied; targets must be added by learners. Small drawing imprecision is acceptable. Keep the written sequence practice:11,14,17,20,23 and 7,11,15,19,23. The teacher figures show the target marks for both practice lines, both applications and the challenge; the worked line shows 50.

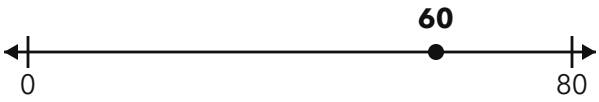
Number Line Spots

Practice 1:20 between 0 and 30



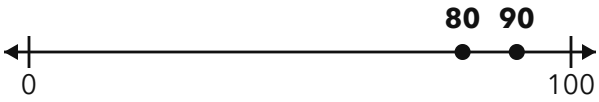
Number Line Spots

Practice 3:60 between 0 and 80



Number Line Spots

Apply 1 and 2:80 and 90 on the 0-to 100 open line



Number Line Spots

Challenge:75 between 0 and 90

