

## 2.OA.C.3 Odd Numbers (up to 100)

2.OA.C.3: Determine whether a group of objects (up to 20) has an odd or even number of members.

Fill in the missing odd numbers to help rabbit get carrots.



8 \_\_\_ 10





<u>12</u> <u>14</u> <u>16</u> <u>18</u>

18 20





34 36 38 40 42





<u>52</u> <u>54</u> <u>56</u> <u>58</u> <u>60</u>





<u>\_\_\_\_\_68\_\_\_\_\_\_70\_\_\_\_\_\_72\_\_\_\_\_\_74\_\_\_\_\_\_\_76</u>



Circle all the odd numbers in the box.

## tutorified

## 2.OA.C.3 Odd Numbers (up to 100)

**Answer Key** 

2.OA.C.3: Determine whether a group of objects (up to 20) has an odd or even number of members.

Fill in the missing odd numbers to help rabbit get carrots.



<u>1 2 3 4 5 6 7 8 9 10</u>





<u>11</u> <u>12</u> <u>13</u> <u>14</u> <u>15</u> <u>16</u> <u>17</u> <u>18</u> <u>19</u> <u>20</u>





<u>33 34 35 36 37 38 39 40 41 42</u>





<u>51</u> <u>52</u> <u>53</u> <u>54</u> <u>55</u> <u>56</u> <u>57</u> <u>58</u> <u>59</u> <u>60</u>





<u>67</u> <u>68</u> <u>69</u> <u>70</u> <u>71</u> <u>72</u> <u>73</u> <u>74</u> <u>75</u> <u>76</u>



Circle all the odd numbers in the box.

16 34 51 2 46 20

12

29)

(91)

(19

62

23

8

(11)

32

3

22