

# Second Grade Counting Packet



**Count. Learn. Grow!**

**Numbers 1-100 • Place Value • Counting Games**

Engaging activities to build strong number sense.

# Count by 2s & 5s



## Count by 2s



Fill in the missing numbers:

2, 4, \_\_\_\_\_, 8, \_\_\_\_\_, 12, \_\_\_\_\_, 16, \_\_\_\_\_, 20

Count by 2s to 100:

## Count by 5s

Complete the pattern:

5, 10, 15, \_\_\_\_\_, 25, \_\_\_\_\_, 35, \_\_\_\_\_, 45, \_\_\_\_\_

Challenge: Count by 5s to 150:

# Count by 10s & Hundreds Chart Fun

## Count by 10s



Fill in the missing numbers:

10, 20, \_\_\_\_\_, 40, \_\_\_\_\_, 60, \_\_\_\_\_, 80, \_\_\_\_\_, 100

Color every tenth number on a hundreds chart (draw your own or use a printed one).

## Hundreds Chart Fun

Fill in the missing numbers on a 1–100 chart (draw your own or use a printed one).

Circle:

- Numbers ending in 5
- 

Numbers ending in 0

# Place Value Practice



## Tens and Ones



47 = \_\_\_\_\_ tens and \_\_\_\_\_ ones

83 = \_\_\_\_\_ tens and \_\_\_\_\_ ones

95 = \_\_\_\_\_ tens and \_\_\_\_\_ ones

100 = \_\_\_\_\_ hundreds, \_\_\_\_\_ tens and \_\_\_\_\_ ones

# Counting Game: Race to 100

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## How to Play:

1. Each player needs a counter and a die.
2. Start at 0.
3. Roll the die and add the number rolled to your total.
4. The first player to reach 100 wins!

**Let the Race Begin!**

# Counting Challenge



**Count by:**

2s: \_\_\_\_\_

5s: \_\_\_\_\_

10s: \_\_\_\_\_

**Word Problem:**

Lily has 8 groups of 5 stickers. How many stickers does she have in total?