
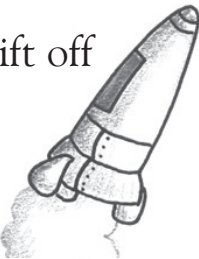




Counting down





The rocket can only lift off at zero.
Use subtraction to get to 0 in 4 moves.

30 $\xrightarrow{-15}$ 15 $\xrightarrow{-5}$ 10 $\xrightarrow{-5}$ 5 $\xrightarrow{-5}$ 0  

24 $\xrightarrow{-4}$ $\xrightarrow{-10}$ \rightarrow \rightarrow 0 

18 \rightarrow \rightarrow \rightarrow \rightarrow 0 


27 \rightarrow \rightarrow \rightarrow \rightarrow 0 

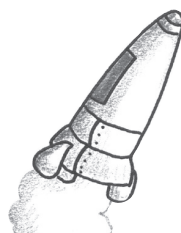
25 \rightarrow \rightarrow \rightarrow \rightarrow 0 


Counting down

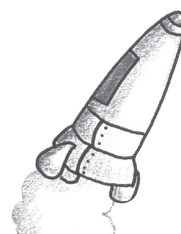



The rocket can only lift off at zero.
Use subtraction to get to 0 in 4 moves.

30 $\xrightarrow{-15}$ 15 $\xrightarrow{-5}$ 10 $\xrightarrow{-5}$ 5 $\xrightarrow{-5}$ 0  Lift off

24 $\xrightarrow{-4}$ 20 $\xrightarrow{-10}$ 10 $\xrightarrow{-5}$ 5 $\xrightarrow{-5}$ 0 

18 $\xrightarrow{-4}$ 14 $\xrightarrow{-5}$ 9 $\xrightarrow{-3}$ 6 $\xrightarrow{-6}$ 0 

27 $\xrightarrow{-7}$ 20 $\xrightarrow{-7}$ 13 $\xrightarrow{-10}$ 3 $\xrightarrow{-3}$ 0 

25 $\xrightarrow{-5}$ 20 $\xrightarrow{-5}$ 15 $\xrightarrow{-5}$ 10 $\xrightarrow{-10}$ 0 

Answers will vary. If children reach zero too soon, they can look for ways to use smaller numbers. If they don't reach zero, they can look for larger numbers to subtract.