

Find all the ways a rabbit can jump to different targets.

## EXPLORE

1. Open **Jump Along Factor Families.gsp**. Go to page "Jump to 12."



2. The rabbit wants to get to 12. How many different ways can it get there?

Double-click the *Number of Jumps* and *Jump By* numbers to change them. Then press *Jump Along* to start the rabbit.

Make each set of jumps a different color. Select the point below the rabbit. Then pick a new color by choosing **Display | Color**.

Use the table to record the different ways.

**Target Number: 12**

<b>Number of Jumps</b>	<b>Jump By</b>	<b>Multiplication Number Sentence</b>

# Jump Along Factor Families

continued



3. Look at the jumps traced by the rabbit. What patterns do you see?

---

---

---



4. Go to page "Jump to Target."

Pick a target from this list: 16, 18, 20, 24.

How many different ways can the rabbit get to the target?

Make each set of jumps a different color.

Use the table to record the different ways.

Target Number: \_\_\_\_\_

Number of Jumps	Jump By	Multiplication Number Sentence

5. Look at the jumps traced by the rabbit. What patterns do you see?

---

---

---

# Jump Along Factor Families

continued



6. Pick a target from this list: 13, 17, 19, 23.  
How many different ways can the rabbit get to the target?  
Make each set of jumps a different color.  
Use the table to record the different ways.

Target Number: \_\_\_\_\_

Number of Jumps	Jump By	Multiplication Number Sentence

7. Look at the jumps traced by the rabbit. How are the jumps for this target number different?

---

---

---