



Making Landmark or Friendly Numbers

Category 1

Designed to be one away from a landmark
or friendly number


$$19 + 2$$

$$19 + 5$$

$$19 + 8$$

$$19 + 12$$


$$9 + 8$$

$$19 + 5$$

$$9 + 26$$

$$16 + 19$$


$$7 + 19$$

$$16 + 29$$

$$19 + 18$$

$$29 + 33$$


$$39 + 16$$

$$28 + 39$$

$$59 + 13$$

$$23 + 49$$


$$25 + 25$$

$$25 + 26$$

$$24 + 26$$

$$26 + 49$$


$$49 + 8$$

$$49 + 23$$

$$49 + 37$$

$$49 + 51$$



$46 + 59$

$44 + 69$

$58 + 39$

$76 + 24$


$$37 + 69$$

$$79 + 26$$

$$89 + 28$$

$$99 + 19$$


$$99 + 5$$

$$99 + 15$$

$$99 + 26$$

$$99 + 51$$

Category 2

Consists of one addend that is two away from a multiple of ten or a landmark number



$8 + 5$

$8 + 13$

$8 + 24$

$18 + 7$


$$8 + 4$$

$$18 + 6$$

$$28 + 17$$

$$27 + 28$$



$28 + 16$

$25 + 38$

$23 + 27$

$28 + 45$


$$18 + 63$$

$$38 + 37$$

$$67 + 28$$

$$48 + 52$$


$$48 + 6$$

$$48 + 17$$

$$23 + 48$$

$$48 + 47$$


$$58 + 36$$

$$24 + 78$$

$$88 + 14$$

$$68 + 33$$


$$98 + 5$$

$$98 + 13$$

$$98 + 34$$

$$98 + 52$$


$$8 + 4 + 18$$

$$18 + 4 + 18$$

$$28 + 5 + 27$$

$$24 + 3 + 48$$


$$48 + 4 + 48$$

$$48 + 49 + 3$$

$$98 + 97 + 5$$

$$99 + 98 + 97 + 5$$

Category 3

Consists of computational problems with two- and three-digit addends. The addends are one or more away from a multiple of ten or landmark number.


$$99 + 38$$

$$98 + 47$$

$$98 + 99$$

$$99 + 99 + 5$$


$$119 + 26$$

$$118 + 17$$

$$129 + 16$$

$$124 + 26$$


$$36 + 109$$

$$49 + 108$$

$$119 + 48$$

$$126 + 124$$


$$116 + 29$$

$$39 + 127$$

$$114 + 118$$

$$46 + 118$$


$$198 + 7$$

$$199 + 13$$

$$148 + 27$$

$$139 + 43$$



$128 + 34$

$119 + 36$

$56 + 129$

$126 + 49$


$$119 + 119$$

$$149 + 149$$

$$129 + 139$$

$$199 + 199$$


$$249 + 22$$

$$248 + 49$$

$$225 + 49$$

$$299 + 26$$


$$999 + 99$$

$$998 + 49$$

$$997 + 199$$

$$199 + 99 + 49$$