

Name \_\_\_\_\_

# Odd or Even

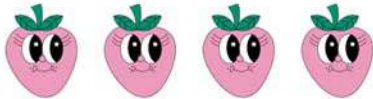


Directions: Count all the objects and write that number in the first box. Classify the number as odd or even in second box.



11

Odd



4

Even



6

Even



5

Odd