

Name: \_\_\_\_\_

## The Sieve of Eratosthenes

The Sieve of Eratosthenes is a mathematical algorithm for finding prime numbers. It is simply a way of marking composite numbers on a number table.

The first 4 prime numbers (not counting 1) are 2, 3, 5, and 7. All composite numbers are multiples of one or more of these numbers.

Using crayons or colored pencils, mark the numbers on the table according to the key below. Some numbers may be marked with more than one color.

<b>KEY</b>	multiples of 2 - red	multiples of 3 - orange
	multiples of 5 - green	multiples of 7 - purple

The numbers that are not marked are prime numbers. After you've marked all of the composite



# Preview

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31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

# ANSWER KEY

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