

The Place Value Game

Object of the Game

Build the number with the greatest value by rolling or spinning and placing digits.

Materials

Paper, Pencil, Spinner or Die

Math Concepts

Reasoning about place value, justify your thinking, logical reasoning

How to Play

1. Play with a partner or by yourself.
2. Draw your game board. Choose the place values you want to have in your game board. If you're playing with a partner, your game boards should match.

Examples:

_____ (whole numbers to the hundreds)

_____ . _____ (whole numbers and decimals to the hundredths)

_____ . _____ (whole numbers and decimals to the thousandths)

_____ . _____ (thousands and thousandths)

3. On your turn, roll the die or spin the spinner. Choose where to place the digit on your gameboard. Justify your placement. Once you've placed a digit, you cannot move it.
4. Keep spinning/rolling and placing until your game board is full.
 - If you are playing alone, how great is the value of your number? If you play again, do you think you could get a greater value? What is your winning strategy?
 - If you are playing with a partner, who has the number with the greatest value? How do you know? How much greater is it than your partner's number?

Math Talk

On each of your turns, make a statement. These sentence frames might help:

- I am placing _____ in the _____ place because _____.
- I need a _____ to win because _____.
- I can't win the game because _____.
- You can't win the game because _____.

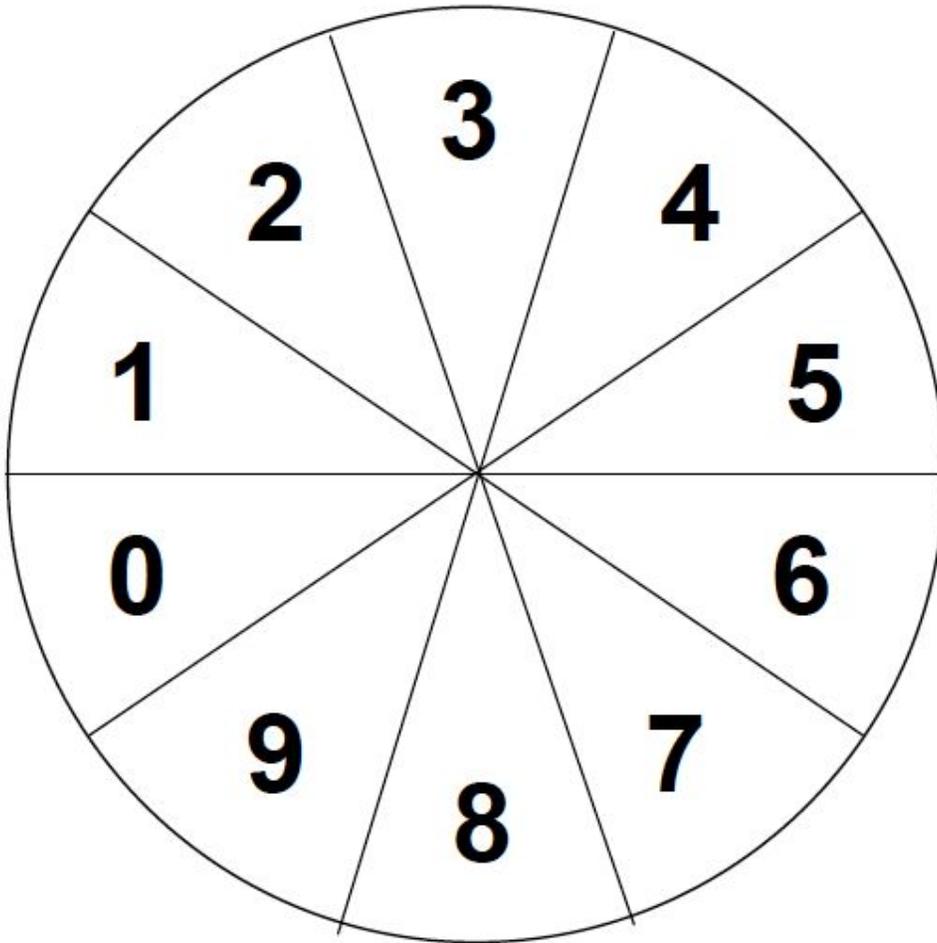
Writing

What's your winning strategy?

Variations

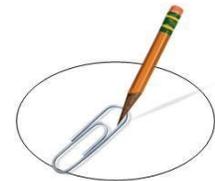
1. Vary your game board so you explore different place values (detailed in the How to Play directions)
2. Change the game so the smallest value wins.
3. Change the game so the closest to a certain number wins. For example, if your gameboard looked like this: _____ . _____ You could play "Closest to 100 Wins."

0-9 Spinner

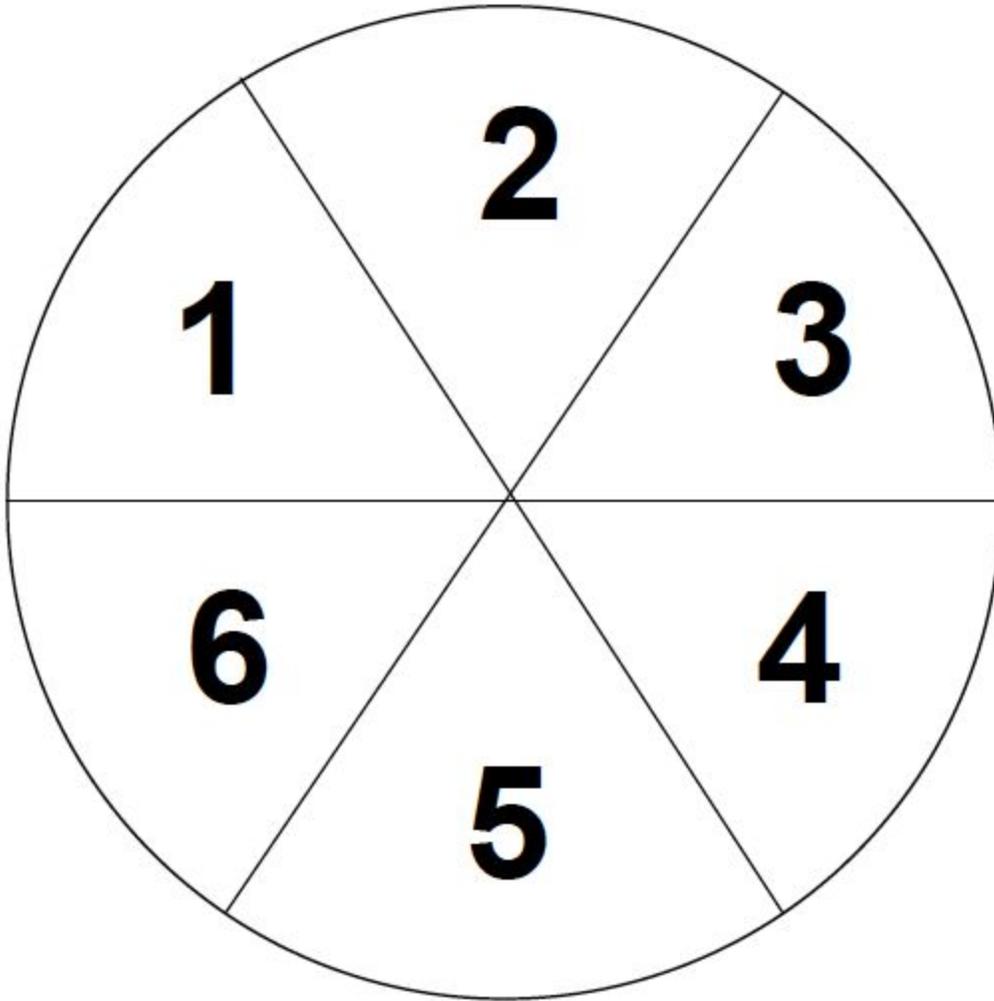


How to Use the Spinner

1. Place a paperclip in the middle.
2. Put the tip of a pencil through the paperclip and on the center point.
3. Use your finger to flick the paper clip.
4. Watch it spin and see where it lands!



1-6 Spinner



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