

Place Value Game

Object of game: to make the biggest number by writing randomly selected numbers in the grid provided – thinking about place value.

Directions

- Cut out number cards and place in 'hat'.
- Give each learner a copy of page 2 (could be laminated and used with small dry wipe pens for repeated use).
- Top row of grid can be used for learner to write in place value headings if needed e.g. 1s, 10s, 100s, 1000s, etc.)
- Teacher randomly selects one card from 'hat'.
- Each student writes this number wherever they wish on one row of their grid (cannot be moved during later play).
- Selected number is returned to 'hat' for reselection.
- Repeat until six cards have been drawn.
- Winner is student that has made the largest number.

Differentiation

- Smaller numbers for E3 students e.g. up to 4 digits (thousands) only.
- Can be used for decimals (tell students where to write decimal point on grid before starting game).
- Numbers as words – students to also write numbers as words to show understanding.
- Rewards for students who get the largest number.
- Make the smallest number instead.
- Any other ideas welcome!

1	2	3	4	5
6	7	8	9	0

Name:

Date:

This resource kindly contributed by Jodie Travis travisjodie@hotmail.com who developed it from an idea from Gael Atherton (both at Accrington and Rossendale College).
N1/L1.1 Read, write, order and compare numbers, including large numbers. (a) Understand that the position of a digit signifies its value. (b) Know what each digit represents in a number up to 7 digits, including the use of zero as a place holder.