



Find Your Place Value



Players: 2-4













Children review place value as they create the greatest three-digit numbers using cards.

Materials

1 shuffled deck of cards with tens and face cards removed
 (NOTE: If there are more than two players, you may wish to use two decks of cards with tens and face cards removed.)

The Way to Play

- 1 One player deals the cards evenly among the players.
- 2 Players place their cards in a stack facedown in front of them.
- 3 Each player turns over three cards. Each player arranges his or her cards to make the greatest possible three-digit number.
- 4 Each player reads his or her number aloud. The player with the greatest number wins all of the cards from that round and places them in a separate pile.
- 5 Play continues until all cards have been used.
- 6 The player with the most cards at the end of the game wins.

hundreds	tens	ones
9         6	3    3	A  A

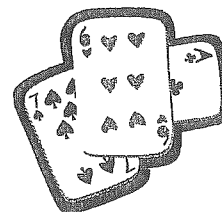
A Variation

Players can use four or more cards to work with greater place values. Children can also form the lowest possible number to win each round.



Go 10

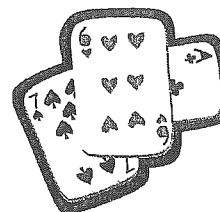
Materials: 3-4 players
 1 deck of cards, minus the face cards
 Ace = 1



1. Deal out all the cards. The game is played like *Fish*, except that each player is trying to make 10.
2. Each pair of cards that makes 10 is placed face up in front of the player who makes it.
3. The winner is the player with the most pairs when no more 10s can be formed.

Leftovers

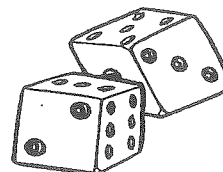
Materials: 2 players
 1 deck of cards, no face cards
 25 bingo chips



1. One player deals half the cards to each player.
2. Both players turn over their top two cards.
3. Each player determines how close the total of their cards is to ten.
4. The player whose total is closest to ten gets a chip. Ties are both rewarded a chip.
5. The game is over when the chips are gone. The winner is the person with the most chips.

Making Tens

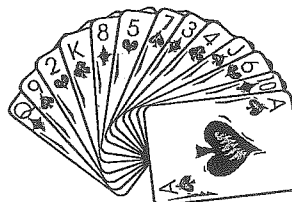
Materials: 2 players
5 or more regular dice
10 bingo chips, or any other counter



1. One player rolls all the dice and makes groups of ten with the numbers rolled. The total points left over after making tens is remembered by the player.
2. The second player takes a turn.
3. The player with the least leftover points wins the round and takes one bingo chip.
4. The game is over when the chips are gone. The winner is the person with the most chips.

Knock Knock

Materials: 2-4 players
1 deck of cards
10 counters



1. Aces are worth 1; face cards are worth 10.
2. Each player is dealt 4 cards, and the remaining cards become the draw pile.
3. The players take turns taking the top card from the draw pile, and discarding one of the cards in their hand.
4. They are trying to make the greatest possible total value.
5. When one player thinks he/she has the largest total, he/she says *Knock, Knock*. Everyone else has one more turn.
6. Players then add their totals. The winner takes one counter.
7. The game is over when counters are used up.

Hundreds Chart Tic-Tac-Toe

Level: Grade 2 and up
 Skills: Identification of place value 1—100
 Players: 2
 Equipment: 1 hundreds board, cards (Ace=1) - 9, paper, pencil, markers
 (2 different colours)

Getting Started:

Players select a colour of marker. The goal of the game is for a player to get three or more of their markers in a row either vertically, horizontally or diagonally. Player number one begins by drawing two cards and making this number to their partner: i.e. draw 6, 3 and says "six tens and three ones equals sixty-three". Player number one then covers this number with their marker. Then this player verbally gives the other number that they can make with their two cards (i.e. thirty-six) and covers that number. Player number two then takes a turn, drawing two cards and covering both numbers, remembering to verbalize the tens and ones place value to the other player. Play continues until one player gets three or more of their markers in a row. When this happens, this player scores two points for each marker in a row (i.e. six points for three in a row, eight points for four in a row, and so on).

Players can also steal an opponent's space. When a player makes a number already occupied by their opponent, they can replace it with their own marker. For each number stolen, they receive five points.

If a player draws two cards that they have already drawn, two new cards may be taken.

Players can play until a set time limit is reached or they reach a certain number of points.

Source: *Math Games for Kids Using Special Dice* by Joanne Currah and Jane Felling

Hundred Chart

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
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

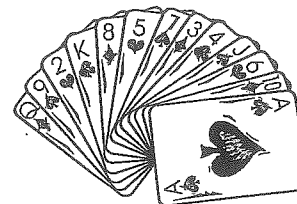
Created by M. Silva

The Closest One

Materials: 2-4 players

1 deck of cards without face cards, 10 = 0

Paper and pencil



1. Deal the cards to all players.
2. Each player will turn over two cards from their pile.
3. Before doing this, each player predicts what they think the 2 digit number they can create might be.
4. Players then turn their top two cards and create a 2 digit number (i.e. 2, 7 can be 27 or 72).
5. Players calculate how close they are to their prediction.
6. The player who is the closest to their prediction receives 1 point.
7. The winner is the first player to reach 5 points.

Source: Les éditions de la Chenelière Inc.

Pick the Place!

Materials: 2 players

Paper clip, pencil, spinner

Paper

1. Players divide the paper in half and each one signs his/her name on the top of their half.
2. Each player then draws four blank spaces on their side of the paper on which they will write the digits they spin. You can adapt the game by having students draw two or three blank spaces.
3. One player spins the spinner and writes that digit in a chosen blank. If the spinner lands between two numbers, he chooses either number.
4. The players alternate turns until each player forms a four-digit number.
5. Each player states his number. If they are identical, the round is a draw. Otherwise, the player with the larger number draws the appropriate inequality symbol $<$ $>$ between the numbers and earns one point.
6. Play continues until one player earns five points and is the winner.

Source: *The Mailbox Magazine*, Primary Aug./Sept. 2003

Pick the Place! Spinner

