THE BIGGEST NUMBER

Level	0 (Age group 4 – 5)
Resources Required	Place value grid (drawn on a piece of paper), deck of playing cards.
Alternate Options for the Resources	To create a deck of cards, adults can -Draw rectangular cards approximately the size of their palm with a ruler. -Cut 52 of these cards. - Use the image in the images section and copy the same numbers, kings, queens, jacks, and A's. There should be 4 cards of each.
Strand Covered	Numbers and Operations
Targeted Skills	Place value
Inspired by	Third Space Learning – Emma Johnson
Total Time Required	30 minutes
Time to prepare	15 minutes to make the cards
Time to play	15 minutes to play the game
Previous Learning Required	Knowledge of numbers from 1-20 Knowledge of place value
Support Required	Medium supervision

Rules of the Game:

Goal	Have the highest total out of all the players.
Rules	Every player must only pull one card at a time and record their number on their sheet of paper.
Steps	Step 1: Every player should first draw a place value grid, with an agreed number of places, for example: ones, tens. Step 2: Use the deck of cards 2-9, A's and picture cards (king, queen, jack). The cards 2-9 are each worth their digit, A's are worth 1 point and picture cards are worth 0 points. Step 3: Take turns to draw a card from the pile and each player chooses what column to record the number in. For example if the player pulls up a 6 card, they can choose to write this number in either the tens or ones column. For example, if the learner picks up the 6 card, they can write the digit in either the ones or the tens column. Let us assume '6' is written in the ones column. Then they pick up another card and write it on the other place value column. For example, if the second card is 3, the learner will write '3' in the tens column because the ones place already has 6.

Similarly, the learner will draw 2 more cards, one after the other, and write the number in the place value.

After each player has played this way 5 times and recorded 5 numbers, then they identify who has the largest number. This player is the winner!

So if the learner put the number 6 in the ones and if the player pulls a 3 card the player can't use because they are not allowed to put any number in the tens just 0 or 1 it the number will be 6 because the player will get 0 for any number if it is one .

Step 4: Continue this until each player has played 5 times.

Step 5: The winner is the person to have the biggest number (0-20)recorded at the end of the game.

Images or Illustrations	Place Value Grid Example

Tens	Ones

Cards
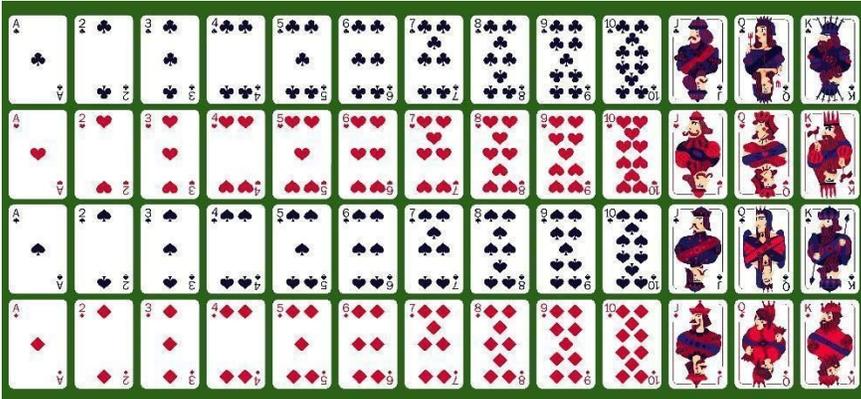
Variations of the Game	Play the game with a different objective. The player who has the lowest possible number(0-20) is the winner.
Enrichment	- Learners can write down the number names for each number they formed during the game. - They can represent these numbers pictorially. For example, 25 can be represented as 2 big boxes of tens and 5 small boxes of 1s (show a sample image) - Learners can arrange all the numbers from big to small or small to big.
Simplification	You can only have number cards from 1 to 20 and ask learners to note down the numbers.

| | They simply can identify the largest/smallest numbers in the group. |