I Have, Who Has

Level	1 (Age group 6 – 7)
Resources Required	I Have, Who Has Cards
Alternate Options for the Resources	To make the cards follow the steps below: 1. Cut a piece of paper to the size of your palm 2. Draw a pencil line horizontally across the halfway point 3. On the top half write the words "I have" followed by a place value image of a number. For example 34, would be drawn as 3 stacks of 10 cubes next to 4 individual spaced out cubes 4. In the section below the line write "Who has" followed by a number. For example "Who has 120" 5. Repeat this in order to make a total of 30 cards that all form a link. For example if the first card says "I have 34, who has 120", the next card made should read "I have 120, who has 46", followed by "I have 46, who has 105" etc 6. Each card's "I have" section, should show a visual representation of the number using 10s and 1s
Strand Covered	Numbers and Operations
Targeted Skills	Place value
Inspired by	Playdough to Plato
Time Required	Set up time 20 minutes (if the cards need to be made) Game time 10 minutes
Previous Learning Required	Numbers from 1-300 Understand place value and ways to represent it
Support Required	Medium support

Rules of the Game:

Goal	To make the longest chain of cards
Rules	The cards are shuffled and split into two groups (15 cards each) Once the cards are dealt, the players are not allowed to swap cards
Steps	Step 1: The players split up into two groups (2 players per group) Step 2: Each team gets 15 cards, dealt randomly Step 3: Amongst each group of 2, the 15 cards are divided (about 7-8 cards per person) Step 4: In group 1, a player starts by reading out their card as follows. "I have 34, who has a number with 2 tens and 6 ones", for example. Step 5: From amongst the other players in group 1, if a player has 26 in the top half of the card, they then read out "I have 26, who has a number with 2 hundreds, one ten and three ones".
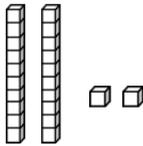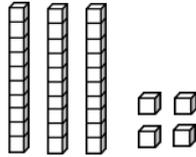
	Step 6: Since these cards are connected, they are placed in the middle of the group in order to form a chain. Step 7: If the next card in the chain is not found within the group, the chain ends and a new chain can begin. Each time, the player to whom the card belongs to reads out the card's content Step 8: Group 2 simultaneously runs the same game and the game ends when both groups have played all their cards Step 9: The group with the single longest chain of cards wins.
Images or Illustrations	I Have, Who Has card example:
Variations of the Game	Similar cards can be made again for use in multiplication. Using the "I have, who has" template and creating the longest chain. ● For example, "I have 2x6, who has 12x3", card will be followed by "I have 9x4 , who has 5x10" etc
Enrichment	None
Simplification	1. Instead of each player having their own set of cards, groups of two can share cards in order to help each other out. 2. For the place value variation, instead of hundreds, the cards can be ones and tens only.