

## NUMBER LINE-UP

---

<b>Level</b>	2 (Age group 8-10)
<b>Resources Required</b>	Set of digit cards (1 per team)
<b>Alternate Options for the Resources</b>	To make a set of digit cards: <ol style="list-style-type: none"> <li>1. Cut out ten pieces of paper about the size of your palm.</li> <li>2. Number the pieces of paper 0-9.</li> </ol>
<b>Strand Covered</b>	Numbers and Operations
<b>Targeted Skills</b>	<ul style="list-style-type: none"> <li>• Place value of 4 digit numbers</li> <li>• Rounding to the nearest 10, 100, or 1000</li> </ul>
<b>Developed by</b>	<a href="#">Mathwire</a> - Terry Kawas
<b>Time Required</b>	15 minutes 20 minutes (setup)
<b>Previous Learning Required</b>	Knowledge of numbers 1-10,000
<b>Support Required</b>	Medium supervision

### Rules of the Game:

<b>Goal</b>	The team with the most points at the end of the game wins.
<b>Steps</b>	<p>Step 1: The teacher groups students into teams of 4. If there are extra students, play this game in rounds so that every student has a chance to play this game.</p> <p>Step 2: Give each team a deck of digit cards and have them split them among themselves. On each team, two students should have 2 cards, and two students should have 3 cards.</p> <p>Step 3: Have each team of 4 stand in a row, like in the Images/Illustrations section.</p> <p>Step 4: The teacher calls out a description of a 4 digit number (e.g. A number with a 4 in the hundreds place). See Images/Illustrations for examples of other descriptions that the teacher could call out.</p>



	<p>Step 5: Students work together to arrange themselves into a 4 digit number that matches the teacher's description. See Images/Illustrations for an example of what this looks like. Students can only use one of their cards at a time and cannot trade any of their cards with other students.</p> <p>Step 6: The first team who arranges themselves into a 4 digit number that matches the teacher's description gets 1 point. The teacher should keep track of teams' points on the board or on a piece of paper.</p> <p>Step 3: Repeat Steps 4-6 nine more times.</p> <p>Step 4: The team with the most points at the end of the ten rounds wins. If more than one team ties for the most points, all teams with the most points win. This game can have more than one winner.</p>
<b>Images or Illustrations</b>	 <p>Examples of Descriptions:</p> <ul style="list-style-type: none"><li>● A number with a 3 in the ones place.</li><li>● A number with a 5 in the tens place.</li><li>● A number with a 4 in the hundreds place.</li><li>● A number with an 8 in the thousands place.</li><li>● A number that rounds to 4560.</li><li>● A number that rounds to 2100.</li><li>● A number that rounds to 9000.</li></ul>
<b>Enrichment</b>	<ul style="list-style-type: none"><li>● Have teams of 5 or 6 and have teams practice with 5 or 6 digit number descriptions.</li></ul>
<b>Simplification</b>	<ul style="list-style-type: none"><li>● Have teams of 3 and have teams practice with 3 digit number descriptions.</li><li>● Have teams round only to the tens place, or only to the tens and hundreds place.</li></ul>