

THE PLACE VALUE RACE

Level	2 (Age group 8 –10)
Resources Required	Note cards with single digit numbers
Alternate Options for the Resources	Students are to make the notecards with single digit numbers: <ol style="list-style-type: none"> 1. Cut 10 papers to the length of your finger and the width of 4 fingers 2. On each notecard write one number from 0-9 3. Make one set of 0-9 cards per player
Strand Covered	Number and Operations
Targeted Skills	Place value
Inspired by	Third Space Learning
Time Required	10 minutes to play the game 10 minutes to make the cards
Previous Learning Required	Numbers from 1-1000 Recognition of place value numbers up to 3 digits
Support Required	Medium support

Rules of the Game:

Goal	The players within the groups have to represent their number quicker than the other team. The group with the most points at the end of the game wins
Rules	Once a player has decided to be a specific place value, they are not allowed to switch until the end of the game To win a point, the group must be the first to arrange themselves in order and the first to say “done”. The group is not allowed to discuss amongst themselves what the order or numbers should be
Steps	Step 1: Make sure each player (6 players) has a set of notecards from 0-9 Step 2: The players group in groups of 3. Each player decides what place value they are. For example, player 1 is hundreds, player 2 is tens and player 3 is ones Step 3: The adult calls out a number between 100-400. For example, “375”. Step 4: The groups then arrange themselves by each player figuring out which number notecard they should hold up and standing in their order. For example, player 1 should hold “3”, player 2 “7” and player 3 “5”and stand in order. Step 5: The first group to do this correctly gets one point

	<p>Step 6: This process is repeated for 4 times and the players then switch which place value they are</p> <p>Step 7: The game is played for at least two rounds before a winner is decided.</p>
Variations of the Game	<ol style="list-style-type: none"> 1. This game can be played by limiting the notecards in each player's hands. For example, before the games starts, each player has to only hold onto 5 cards each of their choice. The adult then calls out questions like "make the largest number with 2 in the tens column that you can". Points are then allocated to the largest number. 2. The number of place values can be increased to incorporate 1000s (4 in a group)
Enrichment	<p>This game can be played to target multiplication skills. Instead of place value questions, the adult can ask groups to:</p> <ul style="list-style-type: none"> ● make the largest multiple of 2 ●
Simplification	<ol style="list-style-type: none"> 1. Instead of three place value columns, the game can be played with only 10s and 1s 2. The players are allowed to discuss amongst their group when deciding what number each player should be