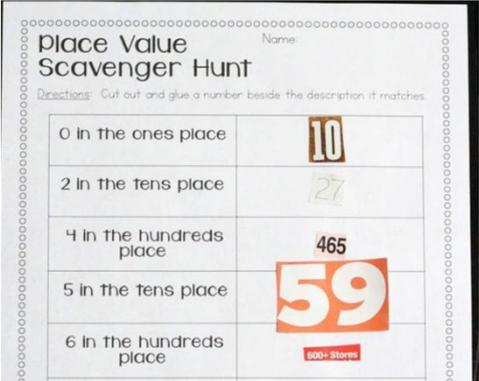


A PLACE VALUE SCAVENGER HUNT

Level	1 (Age group 6 – 7)
Resources Required	2-4 Newspaper or Magazine pages per player with numbers printed on them Scavenger hunt question paper Pencil Pair of scissors per player (optional)
Alternate Options for the Resources	To make the scavenger hunt question paper follow the steps below and refer to the images section: <ol style="list-style-type: none"> 1. Draw two columns; the first column will list the questions and the second column is for pasting the cut-out numbers. Make the second column wide and high enough so that students can paste numbers from the magazines/newspapers 2. In the first column list the following prompts: P1: 0 in the ones place P2: 2 in the tens place P3: 4 in the hundreds place P4: 5 in the ten's places P5: 2 in the hundreds place
Strand Covered	Number and Operations
Targeted Skills	Place value and counting
Inspired by	We are the teachers
Time Required	Set up time 15 minutes (if the question paper needs to be made) Game time 20 minutes
Previous Learning Required	Numbers from 1-200, 600 Understand place value for units, tens, and hundreds
Support Required	Medium support

Rules of the Game:

Goal	The player who is able to complete their scavenger hunt the fastest wins
Rules	Once a player picks their 2-4 magazine or newspaper pages, they are not allowed to swap them out for other pages
Steps	<p>Step 1: Place the pile of magazine papers or newspapers in the middle of the group</p> <p>Step 2: The players (4-5 players) pick their sheets randomly from the pile. Depending on how many sheets are available, each player can receive between 2-4 sheets</p> <p>Step 3: The scavenger hunt begins, and players race to find all the numbers that they are prompted to. The appropriate number is cut out or torn and placed in the correct column</p>

	Step 4: The player who completes the prompts correctly first, wins
Images or Illustrations	<p>Scavenger hunt question paper example:</p> 
Variations of the Game	<p>If newspaper or magazines are not available, the players can be asked to walk around the surroundings and look for the numbers. For example, address numbers on doors, numbers on bulletin boards, if there is a row of four trees then they can write “4,” etc</p> <p>The prompts on the sheet can be altered to include answers up to 500</p>
Enrichment	None
Simplification	<ol style="list-style-type: none"> 1. Instead of including 100s, the place values can be only 1s and 10s and the prompts can be altered to reflect this 2. The players are allowed to swap magazine or newspaper sheets if the existing sheet contains no numbers