



Place 'em
Place Value Practice
Math Activity for 2nd-3rd Grade

Place 'em

Purpose: The purpose of this game is to help students practice place value with randomly generated numbers.

Materials:

- 2 deck of cards with tens, Jacks, Queens, Kings and Jokers removed

Directions:

1. 2-4 students may play this game. Each needs a white board or piece of paper. On the white board or paper, student makes 6 lines:

2. First player turns over one card and each player writes that number in one of the blanks. For example, if the number is 3, the student can place in position 1, 2, 3, 4, 5, or 6
3. Second player repeats the process, and this process continues until all students have a six digit number.
4. Next student in order takes his/her turn and draws the seventh number. If the number drawn is even, the 6 digit number that is largest gets a point. If the number draw is odd, the smallest 6 digit numbers gets a point.
5. Play repeats until one student has 10 points.



For more information, contact
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www.consultfourkids.com