FIND A PLACE: WHOLE NUMBERS LEVEL 1

Learning Outcome

Students develop an understanding of place-value concepts related to the value of the digits in specific place-value positions of whole numbers.

Introduction

Find A Place: Whole Numbers is a teacher-led game played in pairs by the whole class. The game builds students' understanding of whole number place value and estimation skills. Level 1 target numbers range from 0 to 1000.

Materials

- 1 deck of standard playing cards with the face cards (K, Q, J, jokers) removed per class
- 1 Find A Place: Whole Numbers Level 1 game sheet per pair of students
- 1 calculator per pair of students

Directions

1. Students play with a partner and are designated as Player A and Player B.
2. The teacher informs players that the deck contains 4 of each digit 0 through 9. The digit 0 is represented by the "10" and 1 is represented by the "A" (ace).
3. The goal of the game is to create a whole number that is as close as possible to the target number in the center of the game sheet.
4. The teacher draws a card from the deck and displays it to the class. The first card drawn is for Player A. Player A must write that digit in any blank space on the Player A side of the game sheet. After the digit is written, it cannot be changed. After a card is drawn, it is no longer in play.
5. The next card drawn is for Player B, who writes the digit in any blank space on the Player B side of the game sheet.
6. Cards continue to be drawn alternately for Player A and Player B. Each player must play the digit when it is drawn and may not change it once it is played.
7. Play ends when each player has filled all the spaces on their respective side of the game sheet.

Scoring

Players calculate the positive difference between each number they created and the respective target number and record the difference in the score box. Each player then adds their differences to get a total score. The player with the lower total score wins.

FIND A PLACE LEVEL 1

WHOLE NUMBERS

Algebra for Understanding

CRDG
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PLAYER A

THOUSANDS | HUNDREDS | TENS | ONES

PLAYER B

THOUSANDS | HUNDREDS | TENS | ONES

SCORE	TARGET	SCORE
	0	
	10	
	50	
	100	
	100	
	500	
	800	
	1000	
	SCORE	

THOUSANDS | HUNDREDS | TENS | ONES

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