

Place Value Cards

Some ways to use:

Representation practice: go from cards to materials or vice versa. Can make a game if you take turns turning over a tens and a ones place, continue until you can not make your number from the remaining base ten materials. (Use multiples of smaller tens and ones possibilities.)

Race to 100: Draw cards from stacks of tens and one's place cards, add that many base ten materials to your stack. First to 100 (or 200 or 1000) wins. Needed: many ones place cards, multiples of 10 and 20. (Higher values for racing higher.)

More: Each player has a deck of each place value being used. Players turn over one of each place being used. For example: player A turns over 100, 70 and 3, player B turns over 300, 10 and 1. Player B takes the cards. Variation: play so that the winner has the smaller number.

Board game: use cards to determine how far a player moves on a game board or on a hundred's board. (Typically uses smaller ten's place cards.)

Multidigit addition/subtraction problems: build problems by overlapping appropriate cards. Physically break apart numbers and rearrange to support varied mental strategies. Can also use the cards to link manipulative strategies to symbolic strategies.

Puzzles: Have all relevant cards face up. Students pick out card needed to make a number sentence true. Examples:

2	0	+		5	=	7	3
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 Needs an 8 and a 40.

2	0	+		5	=		3
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 Needs an 8 and two tens place separated by 30. (Eg. 10 and 40)

	8	+	4	5	=		
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 Needs a 3 and two tens places separated by 50.

Subtraction squeeze: Players can cooperate or compete. Choose three tens and three ones. Make 2 two digit numbers that are as close as possible on the number line. Example: A player pulls a 10, 40 and 60, and a 2, 5, and 8. They make an 18 and a 45, so they squeezed down to 27 apart. Could they have done better?



0	1	2	3	4	5
6	7	8	9	1	0
2	0	3	0	4	0
5	0	6	0	7	0
8	0	9	0	?	0
1	0	0	2	0	0

3 0 0

4 0 0

5 0 0

6 0 0

7 0 0

8 0 0

9 0 0

? 0 0

1 0 0 0

? 0

2 0 0 0

?

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