**Name of game: The place value game**

 (2/3/or 4 digit version)

**Learning aim of game**: thinking about place value, comparing numbers and thinking about their properties.

**How many players**: 2 players

**You will need**: a set of 0-9 digit cards, A4 paper divided into columns either- tens and units, hundreds, tens and units or thousands, hundreds, tens and units, a whiteboard, pen and rubber.

**How to play**: digit cards are shuffled and laid face down on the table. Agree that the aim is: who can make the largest number.

Player 1 takes a digit card and decides which column to place it in to make the biggest number.

Player 2 then takes a digit card and places it on their paper in a column to also make the biggest number.

The game continues until all the columns are filled up. All digit cards chosen have to be played. The person with the biggest number wins the round. The scores are recorded on the whiteboard and so are the numbers created.

Agree on a set number of rounds to play and at the end both players can order all the numbers they have created.

Adaptations: Who can make the biggest odd number?

Who can make the smallest number?

|  |  |
| --- | --- |
| **TENS** | **UNITS** |
|  |  |

|  |  |  |
| --- | --- | --- |
| **HUNDREDS** | **TENS** | **UNITS** |
|  |  |  |