Big Ideas in Number Focus Area: **Place Value**

Name of Game or Activity: **31**

Instructions:

1. **Remove all picture cards except the ace.**
2. **Make a 5 x 5 array of cards.**
3. **Manipulate the rows and columns to ensure that each equals 31. Remaining cards in the deck can be used.**

Resources:

* **Deck of cards**
* **Cleared table space**
* **Whiteboard texta for recording on the table**

**BIiN Micro Content**

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| **Order of digits makes a difference** | **** |
| **Additive property – The quantity represented by the whole numeral is the sum of the values represented by the individual digits** | **** |
| **Positional property – The quantities represented by the individual digits are determined by the position they hold within the whole numeral** |  |
| **Base 10 property – The value of columns or positions increases by a power of 10 moving right to left and decreases by a power of 10 moving from left to right** | **** |
| **Multiplicative property – The value of a number is determined by the products of its face and place values** |  |
| **There are patterns in the way we read and say numbers** |  |
| **There are patterns in the way we write numbers** |  |
| **Patterns in the number system can help us build other numbers** |  |
| **Place value columns have names** |  |
| **Zero can hold a place** |  |
| **A 10 group is seen as a special entity which can be counted** |  |
| **The term 10 group can be applies to ‘ten tens’ or ‘ten hundreds’ and so on** |  |
| **We can skip count by ten, hundred etc. both forwards and backwards in place value parts** |  |
| **Numbers can be partitioned in flexible ways using standard and non-standard partitions** | **** |
| **Number partitioning can be shown as indicative of digit value and place value. For example, 26=20 + 6 or (2x10) + (6x1)** | **** |