Big Ideas in Number Focus Area: Place Value

Name of Game or Activity: Million dollar dash

Instructions:

1. Remove all picture cards except the ace and the 10s.
2. Partner up.
3. On GO! Flip 7 cards.
4. 10 seconds to arrange the cards to make the number closest to 1 million.
5. Both partners read their number to each other.
6. Winner receives 1 million dollars.
7. Repeat.

Resources:

* Deck of cards
* Whiteboard and texta for recording.

**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)** |  |