

Big Ideas in Number Resource Information

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

Name of Game or Activity: **The Trading Game**

Instructions:

Students begin with 8 blocks (any combination of H,T,O). Students arrange their blocks on the Trading Game Mat and write the number on the whiteboard.

Teacher rolls the die and students collect that many blocks (ie if a 4 is rolled, each child collects 4 blocks of any combination). Students arrange their blocks on the Trading Game Mat and write the number on a whiteboard.

Continue to roll the die and collect blocks. Record numbers. When students get 10 ones, they need to trade it for a tens block. When they get 10 tens, they need to trade it for a hundred block. When they get 10 hundreds they trade it for a thousand block.

Resources:

- Trading Game Mat
- MAB Blocks: Thousands, Hundreds, Tens and Ones
- 6 sided die
- Whiteboard and whiteboard marker

BlIN Micro Content

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	

Big Ideas in Number Resource Information

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 $(2 \times 10) + (6 \times 1)$	

Trading game

Hundreds	Tens	Ones

Trading game

Thousands

