Big Ideas in Number Resource Information

Big Ideas in Number Focus Area: Place Value

Name of Game or Activity:

Place Value Flip It card game

Instructions:

How to Play

- 1. Select a version of the game to play. There are four versions to choose from (see top of score sheet).
- 2. Place the number cards in a pile, face-down, in the middle of the playing space. The youngest player goes first.
- 3. The first player flips the top number card on the pile. They must then try to match the number on the card with one of the place value clues on their score sheet. If they find a match, they may write the number next to the clue. If they do not find a match, they may choose to use the 'Free Number' space at the bottom of their score sheet. This space may only be used once throughout the game.
- 4. Once the player has finished their turn, the number card should be returned to the bottom of the pile in preparation for the next player's turn.
- 5. Players then continue in turn to flip a number card. Each player must attempt to match their number with a place value clue on their score sheet. If they cannot make a match and have already used their 'Free Number' space at the bottom of their score sheet, they must forfeit one of the clues by putting an 'X' in the number column, next to the chosen clue.
- 6. The player who has filled in the most numbers on their score sheet at the end of the game is the winner.

Resources:

1 x score sheet per player (these could be laminated for repeated use)

1 x set of number cards whiteboard markers or pencils

Big Ideas in Number Resource Information

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	
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)	

Place Value Flip It

Instructions

Players

2 - 4

Equipment

1 x score sheet per player (these could be laminated for repeated use) 1 x set of number cards whiteboard markers or pencils

How to Play

- 1. Select a version of the game to play. There are four versions to choose from (see top of score sheet).
- 2. Place the number cards in a pile, face-down, in the middle of the playing space. The youngest player goes first.
- 3. The first player flips the top number card on the pile. They must then try to match the number on the card with one of the place value clues on their score sheet. If they find a match, they may write the number next to the clue. If they do not find a match, they may choose to use the 'Free Number' space at the bottom of their score sheet. This space may only be used once throughout the game.
- 4. Once the player has finished their turn, the number card should be returned to the bottom of the pile in preparation for the next player's turn.
- 5. Players then continue in turn to flip a number card. Each player must attempt to match their number with a place value clue on their score sheet. If they cannot make a match and have already used their 'Free Number' space at the bottom of their score sheet, they must forfeit one of the clues by putting an 'X' in the number column, next to the chosen clue.
- 6. The player who has filled in the most numbers on their score sheet at the end of the game is the winner.



2-Digit Place Value Card Game - Flip It!

· SCORE SHEET · VERSION 1 ·

Place Value Clues	Number
A number with a 1 in the tens place	
A number with a 3 or a 5 in the ones place	
A number with a digit greater than 6 in the tens place	
A number with a 6 or a 3 in the ones place	
A number whose digits add up to 10 or less	
A number whose digits add up to 11 or more	
Any number that is less than 50	
Any number that is greater than 50	
Free number (you may write any number here)	

2-Digit Place Value Card Game – Flip It!

· SCORE SHEET · VERSION 2 ·

Place Value Clues	Number
A number with a 4 or a 7 in the tens place	
A number with a digit less than 5 in the tens place	
A number with a 1 or a 9 in the ones place	
A number with a digit greater than 6 in the ones place	
A number whose digits add up to 15 or more	
A number whose digits add up to 9 or less	
Any number that is less than 30	
Any number that is greater than 40	
Free number (you may write any number here)	

2-Digit Place Value Card Game – Flip It!

· SCORE SHEET · VERSION 3 ·

Place Value Clues	Number
A number with a digit greater than 7 in the tens place	
A number with a digit less than 6 in the ones place	
A number with a 2 or an 8 in the tens place	
A number with a 1 or a 9 in the ones place	
A number whose digits add up to 9 or more	
A number whose digits add up to 8 or less	
Any number that is less than 25	
Any number that is greater than 65	
Free number (you may write any number here)	

teachstarter teachstarter

2-Digit Place Value Card Game – Flip It!

· SCORE SHEET · VERSION 4 ·

Place Value Clues	Number
A number with a digit greater than 3 in the ones place	
A number with a digit less than 8 in the tens place	
A number with a 4 or a 7 in the tens place	
A number with a 2 or a 6 in the ones place	
A number whose digits add up to 12 or more	
A number whose digits add up to 12 or less	
Any number that is less than 45	
Any number that is greater than 70	
Free number (you may write any number here)	

214 1090

5632 3541 -

33

3479

610

^ 55

teachstarter

· NUMBER CARDS ·

65	19
31	25
50	44
29	50
98	39

• NUMBER CARDS•

97	23
40	66
60	61
32	65
88	82

· NUMBER CARDS ·

44	61
70	23
71	23
18	17
82	77