

Big Ideas in Number Resource Information

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

Name of Game or Activity: **Can you cover it?**

Instructions: See attachment

Resources: 2 different coloured sets of counters; dice – 6 or 9 sided, depending on the number range to be played within

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	

Big Ideas in Number Resource Information

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

Can you cover it?

Specific Teaching Focus:

A partner or small group game to consolidate and extend **numeration** and **2 digit place value** by working flexibly with numbers to 20 and tens and ones, involving choices about adding, subtracting, doubling, multiplying and dividing.

Equipment Required:

- 0 - 39 number chart (0- 20 for younger players or 0 – 59 or 30 – 89 charts for using with 10 sided dice)
- 2 six sided dice
- 5 or 10 different coloured counters for each player

How to Play:

Players take turns to roll the dice for each other and decide how they will use the numbers thrown, for example if a 5 and a 2 are thrown the player can nominate for this to be:

- 5 tens 2 ones, 52
- 2 tens 5 ones, 25
- 5 twos, 10
- 2 fives, 10
- 5 take 2, 3
- 5 plus 2, 7

Once the decision is made, the player covers the number made with one of their coloured counters.

If a player cannot make a number, they miss a turn. You can remove an opponent's counter if you wish to use a number they have covered.

Alternate turns until one player wins by using up all their counters.

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39

30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89

For playing with two 6 or 10 sided dice for younger players or to introduce the game – players can add, subtract or double.

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20									

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0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20									

For playing with two 10 sided dice (2 choices of game boards)

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59