# A Place Value Scavenger Hunt

<table>
<thead>
<tr>
<th>Level</th>
<th>1 (Age group 6 – 7)</th>
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</table>
| Resources Required | 2-4 Newspaper or Magazine pages per player with numbers printed on them  
Scavenger hunt question paper  
Pencil  
Pair of scissors per player (optional) |

**Alternate Options for the Resources**  
To make the scavenger hunt question paper follow the steps below and refer to the images section:  
1. Draw two columns; the first column will list the questions and the second column is for pasting the cut-out numbers. Make the second column wide and high enough so that students can paste numbers from the magazines/newspapers  
2. In the first column list the following prompts:  
   P1: 0 in the ones place  
   P2: 2 in the tens place  
   P3: 4 in the hundreds place  
   P4: 5 in the ten’s places  
   P5: 2 in the hundreds place |

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<tr>
<th>Strand Covered</th>
<th>Number and Operations</th>
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<tbody>
<tr>
<td>Targeted Skills</td>
<td>Place value and counting</td>
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<tr>
<td>Inspired by</td>
<td>We are the teachers</td>
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| Time Required | Set up time 15 minutes (if the question paper needs to be made)  
Game time 20 minutes |
| Previous Learning Required | Numbers from 1-200, 600  
Understand place value for units, tens, and hundreds |
| Support Required | Medium support |

**Rules of the Game:**

| Goal | The player who is able to complete their scavenger hunt the fastest wins |
| Rules | Once a player picks their 2-4 magazine or newspaper pages, they are not allowed to swap them out for other pages |
| Steps | Step 1: Place the pile of magazine papers or newspapers in the middle of the group  
Step 2: The players (4-5 players) pick their sheets randomly from the pile. Depending on how many sheets are available, each player can receive between 2-4 sheets  
Step 3: The scavenger hunt begins, and players race to find all the numbers that they are prompted to. The appropriate number is cut out or torn and placed in the correct column |
<table>
<thead>
<tr>
<th>Images or Illustrations</th>
<th>Scavenger hunt question paper example:</th>
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</thead>
<tbody>
<tr>
<td></td>
<td><img src="image" alt="Place Value Scavenger Hunt" /></td>
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</table>

### Variations of the Game

If newspaper or magazines are not available, the players can be asked to walk around the surroundings and look for the numbers. For example, address numbers on doors, numbers on bulletin boards, if there is a row of four trees then they can write “4,” etc.

The prompts on the sheet can be altered to include answers up to 500.

### Enrichment

None

### Simplification

1. Instead of including 100s, the place values can be only 1s and 10s and the prompts can be altered to reflect this.
2. The players are allowed to swap magazine or newspaper sheets if the existing sheet contains no numbers.