

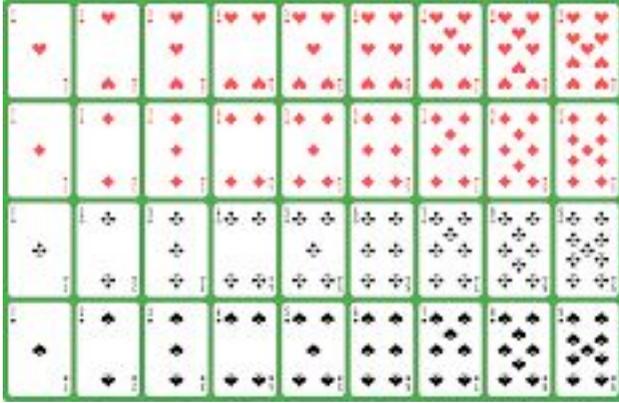
THE BIGGEST NUMBER

Level	1 (Age group 6 – 7)
Resources Required	Place value grid with hundreds, tens and ones Deck of playing cards Paper Pencil
Alternate Options for the Resources	<p>Make a place value grid following the steps below:</p> <ol style="list-style-type: none"> 1. On a piece of paper draw three widely spaced columns 2. Label the column on the left “Hundreds”, followed by “Tens” and then “Ones” on the furthest right <p>Make a deck of playing cards, it is recommended that children do this to practice number writing by following the steps below:</p> <ol style="list-style-type: none"> 1. Take a piece of card or paper and cut a rectangle the size of your palm 2. On one side of the card, write the number ‘2’ and draw 2 hearts 3. Repeat this for the numbers 1-10, each time drawing the same number of hearts as the number you wrote (the number 3 card has 3 hearts drawn etc) 4. When one set of 1-10 is complete, then repeat this for a set of 3 other shapes for example squares, rectangles, circle, cone, diamonds, clubs and spades etc. 5. Make 3 face cards for each of the shapes, which are the Jacks, Queen and King cards (these can be substituted for any 3 face cards) <p>Once you have completed this, you should have 4 sets of 2-10 and A-J (52 cards in total) with each set having a different symbol.</p>
Strand Covered	Number and Operations
Targeted Skills	Place value
Inspired by	Third Space Learning
Time Required	10 minutes to play (if resources already available) 12 minutes to prepare (if only place value grid needs to be made) 30 minutes to prepare (if cards and place value grid both need to be made)
Previous Learning Required	Numbers from 1-120
Support Required	Low support

Rules of the Game:

Goal	The player with the most points at the end of the game wins. To win a point, the player needs to have the biggest number at the end of each set.
Rules	Once a card is placed in a column, the player is not allowed to move it to another column later.

	Each player must draw the top card from the deck in the middle						
Steps	<p>Step 1: Make sure each player (2-4 players) has a place value grid</p> <p>Step 1: Players take turns drawing one card at a time.</p> <p>Step 2: When a player draws a card, they choose an empty column to place it on their place value grid. Their goal is to make the largest number.</p> <p>For example, for the first turn, Player 1 might draw a 5 and place it in the tens column. On their next turn, Player 1 might draw a 2 and place it in the ones. On their third turn, Player 1 might draw a 7 and must place it in the hundreds place. Player 1 then would have made the number 752 for this round of the game. If that is the highest number made, then Player 1 wins.</p> <p>Step 3: The player with the biggest number at the end of round 1 gets one point. The number of rounds played is 1 more than the number of players. For example, if there are 3 players, the number of rounds played is 4.</p> <p>For this game to work well, the teacher should make a deck with only the numbers 0-9.</p>						
Images or Illustrations	<p>Place value grid:</p> <table border="1" data-bbox="459 1099 1326 1720"> <thead> <tr> <th data-bbox="459 1099 762 1137">Hundreds</th> <th data-bbox="762 1099 1042 1137">Tens</th> <th data-bbox="1042 1099 1326 1137">Units</th> </tr> </thead> <tbody> <tr> <td data-bbox="459 1137 762 1720"></td> <td data-bbox="762 1137 1042 1720"></td> <td data-bbox="1042 1137 1326 1720"></td> </tr> </tbody> </table> <p>Deck of playing cards:</p>	Hundreds	Tens	Units			
Hundreds	Tens	Units					

	
Variations of the Game	This game can be played with the objective of getting the smallest number. So, the player with the smallest number at the end of a set, gets one point.
Enrichment	<p>Modify the game to change the goals:</p> <p>construct the biggest number, then construct the smallest, then, construct the second largest...and so on</p>
Simplification	<ol style="list-style-type: none"> 1. Instead of three place value columns, the game can be played with only 10s and 1s 2. Once a player places a card in a column, during their next turn, they are allowed to switch the order of one pair of cards