

Numeracy Gr 3 Oct 5

FLUENCY ACTIVITY: Place Value War

Materials Needed:

- Deck of playing cards with 10's and face cards (J, K, Q) removed (so 1-9 only)

Play

Players divide the deck of cards evenly amongst themselves. Each player takes two cards and places them, face down in front of them.

Each player turns over the two cards to make a 2 digit number. Both players call out their numbers while explaining the place value (i.e. Three tens and four ones equals 34). The player with the largest number takes all four cards.

If there is a draw (both players have the same number), war is declared. Each player takes two more cards, place them on the Game Mat, and adds that second number to the first number (the one they tied with). The player with the largest sum takes all 8 cards.

The game ends when one player has all of the cards.

When players get very fast at 2 digits, move up to 3 cards making numbers to 999. You can then move further up to 4 cards, making numbers up to 9999.