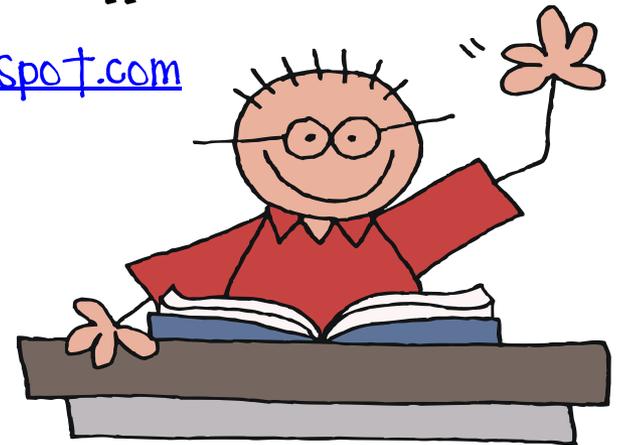


Place Value Packet of Fun!

By: Cara Carroll

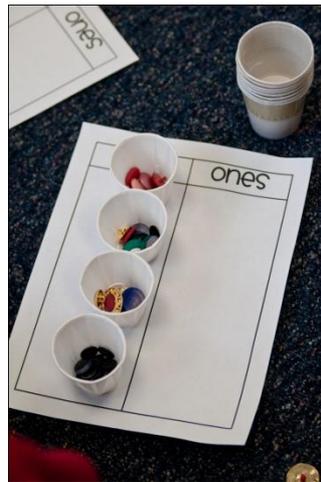
<http://thefirstgradeacademy.blogspot.com>



Graphics courtesy of scrappin' Doodles

Scoop & Sort

For this individual activity, place a set of small objects into a paper bag or container. (I introduce this activity using buttons, but you can use anything small...marshmallows, ones cubes, etc.) Students reach into the bag/container and scoop out a handful of objects (I like for my kids to use small cups to scoop, but you could use anything. Students will count out the objects that were scooped and make as many groups of tens as possible. Each group of 10 should be placed in a small dixie cup or plastic container and then placed in the 10's column on the place value workmat. (The reason I have my kids place each set of 10 in a cup/container is so that they can immediately SEE the group instead of trying to count out the objects again.) The loose objects...all the leftovers...represent the ones and should be placed on the workmat accordingly. Students will record their scoop & sorts onto the corresponding recording sheet.



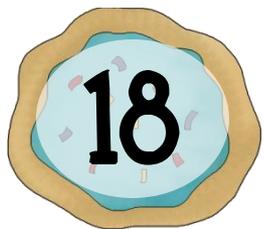
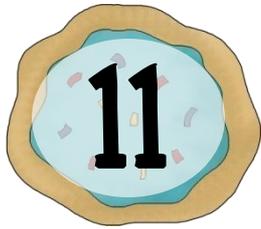
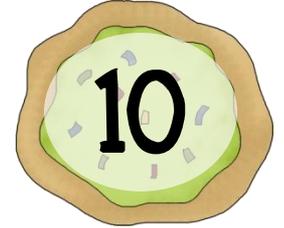
Scoop & Sort

scoop	tens	ones	number
1	___tens	___ones	___
2	___tens	___ones	___
3	___tens	___ones	___
4	___tens	___ones	___
5	___tens	___ones	___

scoop	tens	ones	number
6	___tens	___ones	___
7	___tens	___ones	___
8	___tens	___ones	___
9	___tens	___ones	___
10	___tens	___ones	___

Build It, Break It, Make It

For this partner activity, students will need a game board, place value workmat, dice, snap cubes/unifix cubes, and a counter. Players place their counters on the START cookie jar. Player 1 rolls the die and moves that number of spaces. He will collect the same number of unifix/snap cubes on which he lands. For example, if he lands on a cookie with the number 11, he will collect 11 snap/unifix cubes. Player 2 rolls the die, moves that number of spaces, and collects the same number of unifix/snap cubes on which he lands. As players collect unifix/snap cubes, they will build a train. When both players reach FINISH, they will break their train into groups of 10 and place them in the 10's column on their place value workmats. All the loose snap/unifix cubes will be placed in the ones column of their workmats. The player who makes the highest number wins the game. Players can also collect cubes and play to see who makes the lowest number.



tens

ones