

Place Value Real World Problem (with Teacher's notes)

Congratulations! At your school fun fair you won the raffle and get to be the teacher in your class for one day. Your teacher gave you her daily plans and told you that you get to create your own lessons. In math, you are studying Place Value. To keep the students attention, you decide to create a Place Value game. This would be a fun game to keep at a math center all year; so, you have to make sure to include the directions and an answer key.

Task 1: Design your game board. Develop directions for the game. You may create a game board and/or directions that everyone may use; however, more capable students can be encouraged to submit a design with directions of their own.

Task 2: Construct game cards asking questions about representing whole numbers with drawings/models. Game cards should be created as the students learn the new strategies. Do not have the students write the answers to their game card until task 5. Students can use the template provided or they can use index cards or other suitable materials. One way to organize the cards is to have the students store them in an envelope or baggie.

Example: Representing numbers with base ten blocks

Write the number that matches 2 flats, 2 rods, 2 blocks
Move ahead 1 spot if correct.

Task 3: Construct game cards asking questions using symbols to compare numbers.

Example: Using $<$, $>$, and $=$ to compare two numbers that are larger than 100.

Using $>$, $<$, or $=$ vocabulary, how would you compare the numbers 354 and 206?
Move ahead 1 spot if correct

Task 4: Construct game cards asking questions about sums of up to 4 addends.

What is the sum of 4, 8, and 3?
Move ahead 1 spot if correct

Task 5: Construct game cards asking questions about skip counting by 5, 10 or 100

Example:

Roll the die. Look at the number facing upward.
Begin counting by 5s until you get close to 100.
Do not pass 100. Move ahead 2 spots if correct.

Task 6: Create an answer key and write up directions explaining your game.

Place Value Real World Experience Rubric

Meeting:

- ☐ Accurately answered self generated questions about representing whole numbers
- ☐ Accurately answered self generated questions about skip counting by 5
- ☐ Accurately answered self generated questions about skip counting by 10
- ☐ Accurately answered self generated questions about skip counting by 100
- ☐ Accurately answered self generated questions about using $<$, $>$, and $=$ to compare two numbers that are larger than 100.
- ☐ Accurately answered self generated questions of more than 2 addends

Developing:

Meets 4 out of the 6 “Proficient” criteria

Beginning:

- ☐ Meets fewer than 4 of the “Proficient” criteria
- ☐ Task to be repeated after re-teaching
- ☐ Comments:

Task 1: Draw the design of your game board

Task 2 – Cards template/answer sheet

1	2
3	4
5	6
7	8

9

10

11

12

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