

Place Value Activity

Summary

This is a highly motivating activity that can be adjusted to any level to reinforce the concepts of place value and numeral recognition. Using a die, students see who can make the greatest numeral. This activity can be done individually, in small groups, or with teams in large groups.

Time Frame

1 class periods of 45 minutes each

Group Size

Small Groups

Life Skills

Thinking & Reasoning

Materials

- 1 die
- 1 piece of paper per student
- 1 pencil per student

Background for Teachers

This is a reinforcement activity, so some prior knowledge of place value is needed.

Intended Learning Outcomes

Students will be able to read numerals and recognize which numeral is greater.

Instructional Procedures

Tell the students that many games they play use math reasoning skills. They will now get to use what they have learned about place value to play a game. Determine the number of digits you want to use. Have students draw a line (or a box) on their paper for each digit. Place commas in appropriate places. Example: __ , __ __ The first person rolls the die. Everyone then puts the number rolled on any line (or box) they choose. A number can not be moved once it is written. The next person rolls, and students again choose a line (or box) to write the digit in. Play continues until all places are filled. Each player then reads their numeral. The one with the largest numeral wins. Discuss strategies the winner used. Where did the student write the larger numbers rolled? Where did the student write the smaller numbers rolled?

Extensions

1. See who can make the smallest numeral.
2. See who can get closest to a predetermined numeral such as 2,500.
3. Order everyone's numerals, smallest to largest.
4. Put decimals in.

Assessment Plan

Teacher observation of student involvement and participation.

Bibliography

Stenmark, Jean Kerr Family Math (Regents, University of Californi,)

Authors

[Penny Craig](#)