PLACE VALUE
Tiered Instruction

GOALS:

Students will be able to
• Identify place value for ones, tens, hundreds, and thousands
• read and write numbers with ones, tens, hundreds, and thousands

GRADE LEVEL: Second and Third

MATERIALS NEEDED: One deck of playing cards per team (without face cards); Marker boards and markers

Divide students into teams – 3 or 4 students per team
Teams 1 & 2:
One student is the designated dealer
Each team is dealt 4 cards
Using only 2 cards, the teams try to make the largest 2 digit number possible
One person writes the number on marker board
Show boards
Team with largest number scores a point
Number is read by team member – if correct, another point is scored

Teams 3 & 4:
One student is the designated dealer
Each team is dealt 5 cards
Using only 3 cards, the teams try to make the largest 3 digit number possible
One person writes the number on marker board
Show boards
Team with largest number scores a point
Number is read by a team member – if correct, another point is scored

Teams 5 & 6:
One student is the designated dealer
Each team is dealt 6 cards
Using only 4 cards, the teams try to make the largest 4 digit number possible
One person writes the number on the marker Board
Show boards
Team with largest number scores a point
Number is read by a team member – if correct, another point is scored
AS GOALS ARE MASTERED, STUDENTS MOVE TO NEW TEAM.

STUDENTS ABLE TO CORRECTLY DO THOUSANDS PLACE MAY WORK ON TEN THOUSANDS AND HUNDRED THOUSANDS. (INCREASE NUMBER OF CARDS DEALT.)

A follow-up activity can be found at http://education.jlab.org/placevalue/index.html