

## Objective:

To help students use critical thinking to estimate place value and to help students master place value orally in the thousands and hundreds.

## Common Core Standards Met:

### Number and operations in Base ten 4.NBT.1

- Understand place value.
  - 1. Understand that the three digits of a three-digit number represent amounts of hundreds, tens, and ones; e.g., 706 equals 7 hundreds, 0 tens, and 6 ones. Understand the following as special cases:
    - a. 100 can be thought of as a bundle of ten tens — called a “hundred.”
    - b. The numbers 100, 200, 300, 400, 500, 600, 700, 800, 900 refer to one, two, three, four, five, six, seven, eight, or nine hundreds (and 0 tens and 0 ones).
  - 2. Count within 1000; skip-count by 5s, 10s, and 100s.
  - 3. Read and write numbers to 1000 using base-ten numerals, number names, and expanded form.

## Materials:

- 1.) Copy of game board for each student (either place value through thousands or hundreds, depending on your class)
- 2.) Cut out the number cards for the teacher (you should have 3 of every number, 0-9)

## Directions:

- 1.) Hand out the game board to each student
- 2.) On your whiteboard/chalkboard write your name and then underneath it your class's name
- 3.) Tell you class that the objective of the game is to beat you, the teacher.
- 4.) Explain that you have in your hand a set of cards and on each card is a number, 0-9. You have 3 of every number; ex. Three 4's, three 6's, three 9's ect.
- 5.) You will draw one card and show it to the class.
  - They will write it down in one of the place values.
    - a. The objective is to write down the biggest number possible
    - b. Once they write it down they cannot erase it.
    - c. Do not draw another card until everyone in the class has written down the first number

- d. Once you have drawn your four cards, you put them in the greatest order. Whoever has that number stands up
- e. Choose one of the students who has the greatest number. Look at their paper and make sure they didn't erase any number and write them somewhere else. Then ask them to say it out loud. If they say it right, they get a point and the class wins. They "beat the teacher." You can put the point under your class on the whiteboard
- f. If no one has the greatest number or the student you choose doesn't say the number correctly, "the teacher wins." Put the point under teacher on the whiteboard.

\* You can play as many rounds as you want and set goals or prizes for the class if they can "beat the teacher"

### Example: Student Paper

# Beat The Teacher Beat The Teacher

	Thousands	Hundreds	Tens	Ones
1.)	8	5	2	3
2.)	9	7	8	1
3.)	9	6	2	0

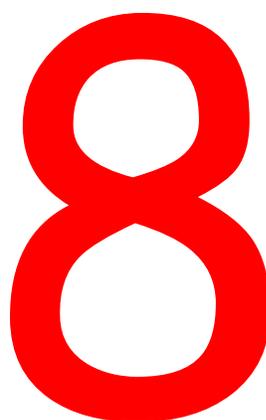
- 1.) Round one: The teacher drew the 4 numbers: 3,8,2,5. The teacher put the cards in order 8,532. The student had the number; 8,523. Therefore the student lost
- 2.) Round two: The teacher drew the 4 numbers: 7,1,9,8. The teacher put the cards in order 9,871. The student had the number 9,781. Therefore the student lost.

\*Notice that two 8's have been drawn so there are only 1 left in the deck.

- 3.) Round three: The teacher drew the 4 numbers: 0,2,6,9. The teacher put the cards in order 9,620. The student had the number 9,620. They also said the number out loud so the student and class won that round.







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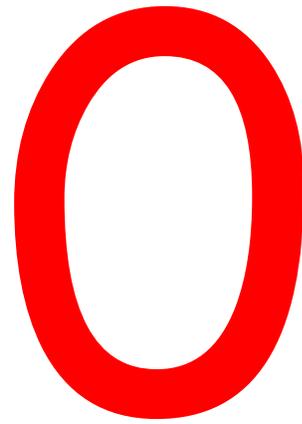
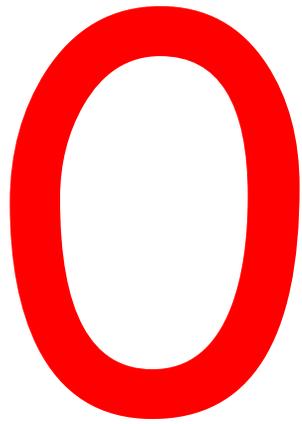
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Thank you for downloading this. Please remember to leave feedback.

Good Luck and have fun!!!

