

ACTIVE LEARNING

VALUE YOUR PLACE

Value Your Place is an energetic way to conduct place value revision. In this competitive game, students must guess the selected number while modelling mathematical language to their peers. Soon everyone will be excited about increasing their place value knowledge!

Players

Whole class or smaller groups.

Preparation

Numbered cards from 0 to 9 for each place value in both red and green (cards could be double-sided)



How to Play

1. Choose a secret number which includes the place value currently being learned. Make sure the students do not know what it is.
2. Select the same number of students as the number of digits in the secret number e.g. if the secret number has three digits, choose three students. In no particular order, give each student a digit card from the secret number to hold. They must display the red digits.
3. Students take turns to arrange the cards in the order they think is correct, then say the number using the correct place value vocabulary.
4. For every digit that is correct, that digit is turned around and becomes green. The digits that are incorrect stay red.
5. The process is then repeated with the next student rearranging the red digit positions, leaving the green ones in place. If a student accidentally rearranges a green digit into the incorrect place, it then becomes red again.
6. This repeats until the students get all of the digits correct and in the right position.

Variation

This game could be played as a team competition, with teams playing back to back. A student could decide on a secret number of their choice. It could also be played using spelling words, rearranging individual letters.