

PLACE VALUE SHOOTOUT

Place Value Shootout is a competitive, fast paced game that reinforces all the elements of place value, and can be played in groups of varying sizes.



Students will:

1. Listen to or read numbers, and build them cup by cup
2. Work under competitive pressure.
3. Not realise they're learning!

Materials:

- Place Value Twister
- Place Value Number Generator (available online)
- Scoring device (optional)

Preparation

This lesson takes minimal preparation. Set students up in pairs, with a twister each, and a Place Value Number Generator in front of them. This can be on an iPad, a desktop computer or on the class interactive whiteboard. Alternatively, this can be played in groups of 3, 4 or as a class. This is also well-used as a fun rotation.

Lesson Procedure

1. Allocate students their space, their range (thousands, hundreds, or tens) and their twister.
2. Set them up with a Place Value Number Generator
3. Go! Make the numbers on the twister. Students can self check using the Place Value Number Generator, or else they can check with another student. It can be useful to ask the students to read through their answer → "568 = 5 hundreds, 6 tens and 8 ones".
4. Students can 'keep score' if this is appropriate in your classroom, as it can be a good motivator.

Differentiation

- Vary the different cups, as appropriate.
- For students who are struggling, this can be played with an adult helper.
- This can also be played with a 'spare' student, which allows one student to hit the 'New Number' button on the Place Value Number Generator, and to act as the judge and checker.