

Maths Game

Place Value Card Game

A game for 3 to 4 players

You will need:

- a set of place value cards
- target number cards

Instructions

Shuffle the target number cards and place them in a pile face down.

Shuffle the eighteen 'Tens and Ones' place value cards and deal them out between the players.

Make sure that the players cannot see each other's cards.

Turn over the top target number card and place it on the table so each player can see it, e.g.

52

Player 1's Cards

4	7	8
40	50	
90		

Player 2's Cards

1	3	6
20	30	
70		

Player 3's Cards

2	5	9
10	60	
80		

Player 1 looks at their cards to see if they have any part of the target number. If they do, they place **one card** on the table. (Even if they have both of the cards needed to make the target number they only place one card on the table. This will become important when playing the other versions of the game.)

In this example, player 1 places the 50 card.

52

50

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Player 1's Cards

4	7	8
40		
90		

Player 2's Cards

1	3	6
20	30	
70		

Player 3's Cards

2	5	9
10	60	
80		

Player 2 looks at their cards to see if they have any part of the target number. If they do, they place **one card** on the table. In this example, player 2 does not have any cards that they can place on the table.

Player 3 looks at their cards to see if they have any part of the target number. If they do, they place **one card** on the table.

52

52

Player 1's Cards

4	7	8
40		
90		

Player 2's Cards

1	3	6
20	30	
70		

Player 3's Cards

	5	9
10	60	
80		

Player 3 has completed the target number and earns a point. The 50 and 2 place value cards are put to one side and are not used for the rest of the game.

The next target number card is turned over and placed on the table so each player can see it, e.g.

93

Player 1's Cards

4	7	8
40		
90		

Player 2's Cards

1	3	6
20	30	
70		

Player 3's Cards

	5	9
10	60	
80		

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Play continues round the group with each player checking whether they have part of the target number and placing it on the table.

Whoever completes a target number earns a point.

The winner is the player who completes the most target numbers and therefore wins the most points.

Information for Parents/Carers

Using Place Value Cards

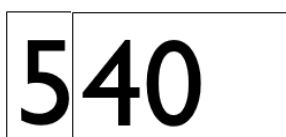
Place value cards can be 'stacked' on top of each other to make different numbers.

Using the 'Hundreds, Tens and Ones' cards, any whole number between 1 and 999 can be made.

For example, to make 547 take the '500', '40' and '7' cards.



Place the '40 card' on top of the '500 card':

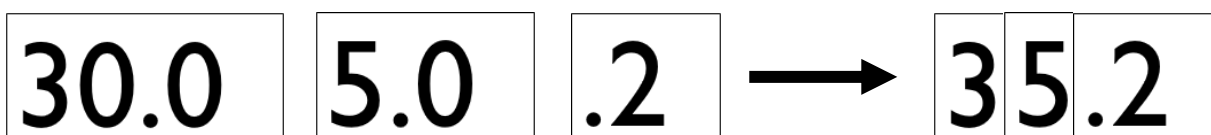


Place the '7 card' on top of the '40 card', making sure to line up the right hand edges of the cards:



Using the 'Tens, Ones and Tenths' cards, any whole or decimal tenth number between 0.1 and 99.9 can be made.

For example, to make 35.2 use the '30.0', '5.0' and '.2' cards.



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As a guide to which version of the game to play with your child:

Year 1 and 2: Use the Tens and Ones place value cards and the Version 1 Target Number Cards.

Year 3: Use the Hundreds, Tens and Ones place value cards and the Version 2 Target Number Cards.

Play is identical to version 1, except that the players are trying complete two- and three-digit target numbers.

Years 4, 5 and 6: Use the Tens, Ones and Tenths place value cards and the Version 3 Target Number Cards.

Play is identical to version 2, except that the players are trying complete decimal tenths target numbers.

To see this game in action, you can watch it on the LPDS YouTube channel here:

https://www.youtube.com/watch?v=9HD4v_-umJc

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Version 1 Target Number Cards

19	26	34
48	52	67
71	85	93

Version 2 Target Number Cards

26	79	153
201	307	468
540	682	735
890	914	

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Version 3 Target Number Cards

3.9	5.6	17.8
40.2	50.4	26.3
34.0	98.1	82.5
79.0	61.7	

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Hundreds, Tens and Ones Place Value Cards

1	2	3	4	5	6	7
8	9	10	20	30		
40	50	60	70	80		
90	100	200	300			
400	500	600	700			
800	900					

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Tens, Ones and Tenths Place Value Cards

.1	.2	.3	.4	.5	.6	.7
.8	.9	1.0	2.0	3.0	4.0	5.0
6.0	7.0	8.0	9.0	10.0	20.0	30.0
40.0	50.0	60.0	70.0	80.0	90.0	