

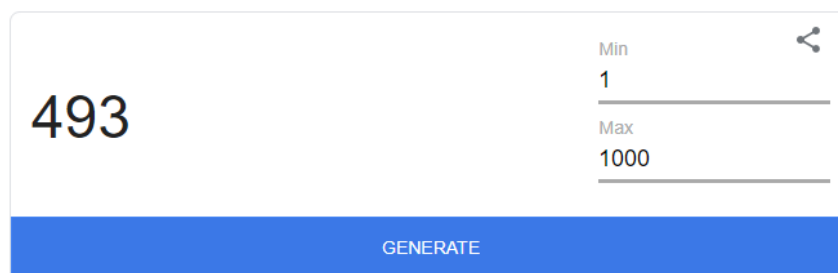
Maths Game

Place Value Steps

A game for 1 or more players

You will need:

- A game board per player (either printed off or drawn)
- Number cards (printed off or written out) or a random number generator (dice, app, playing cards, bingo balls etc.) that creates numbers within the children's ability. If you search **Random Number Generator** on Google, it brings up the following where you can enter the minimum and maximum values.



493

Min
1

Max
1000

GENERATE

Instructions for using number cards

The aim of the game is to fill the spaces on the game board with numbers that are in order from the smallest value to the largest.

Firstly, identify the smallest and largest value numbers in your set, then mix the number cards up and turn them face down.

Take it in turns to turn over one card each time and place it in one of the steps on your game board. Once the position of this number has been decided, it cannot be moved.

If there is not a space to fit a number card that has been turned over, it should be placed in the player's bin.

Continue until all the spaces have been filled, and the six number cards on the game board are in order from smallest value to largest value.

The winner is the first player to fill all of the six spaces on the game board.

If you are playing on your own, choose ten cards at random and see if you can fill the board before running out of cards!

Instructions for using the random number generator

If you are playing with a random number generator, set the minimum and maximum values and for each number generated, choose the step you wish to place it in and write it in. Any numbers that cannot be placed should be written in the bin.

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Information for Parents/Carers

In this game, children have to choose where a number should be placed. Encourage them to think about the value of each digit in their number and therefore where it might reasonably appear in the steps chart. For example, in a game where the smallest value is 0 and the greatest value 100, a child turning over the card 23 might reasonably choose to place it in the second or third square. This accounts for any future cards turned over that might be less than 23 and also that there are likely to be more numbers to choose that there are more than 23. If the child decides to place the number in a different place, ask them to explain their thinking behind the choice. Don't make them change it though, the good thing about this game is the fact that the better choices you make, the more likely you are to win and children will learn this as they play a number of times!

For younger children, such as those in Reception or Year One, they might like to have a number track, such as the one below, in front of them to help them identify the value and position of each number and therefore decide where it could be placed.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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As a guide to the numbers to work with for your child:

Reception: Numbers up to 20 (or printed set A)

Year One: Numbers up to 50 (or printed set I)

Year Two: Numbers up to 100 (or printed sets I, B or C)

Year Three: Numbers up to 1000 (or printed sets I, B, C, D or E)

Year Four: Numbers up to 10,000 (or printed sets I, B, C, D, E, F or G)

Year Five: Whole numbers or decimals (any printed set from B to I)

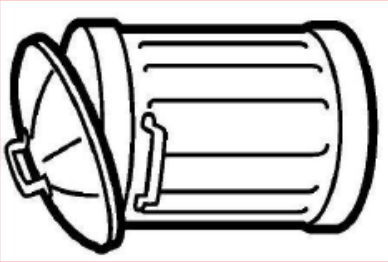
Year Six: Whole numbers or decimals (any printed set from B to I)

For Years Five and Six, this game could also be played with decimal numbers with up to 2 decimal places, i.e. 2 numbers after the decimal point.

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

https://www.youtube.com/watch?v=Ze_WJanOkDw

Maths Game

largest				
1. Turn all the cards over so you can't see the numbers.	2. Choose one card, turn it over and put it in a space on the grid.	3. Keep doing this until all the spaces are filled.	4. The numbers must be in order, and once placed cannot be moved. If a number does not fit, it goes in the bin.	
				smallest

Maths Game

Set A

0	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20

Set B

0	10	20	30	40	50	60
70	80	90	100	110	120	130
140	150	160	170	180	190	200

Set C

0	5	10	15	20	25	30
35	40	45	50	55	60	65
70	75	80	85	90	95	100

Maths Game

Set D

0	20	40	60	80	100	120
140	160	180	200	220	240	260
280	300	320	340	360	380	400

Set E

0	50	100	150	200	250	300
350	400	450	500	550	600	650
700	750	800	850	900	950	1000

Set F

0	100	200	300	400	500	600
700	800	900	1000	1100	1200	1300
1400	1500	1600	1700	1800	1900	2000

Maths Game

Set G

0	500	1000	1500	2000	2500	3000
3500	4000	4500	5000	5500	6000	6500
7000	7500	8000	8500	9000	9500	10000

Set H

0	0.1	0.2	0.3	0.4	0.5	0.6
0.7	0.8	0.9	1.0	1.1	1.2	1.3
1.4	1.5	1.6	1.7	1.8	1.9	2.0

Set I
