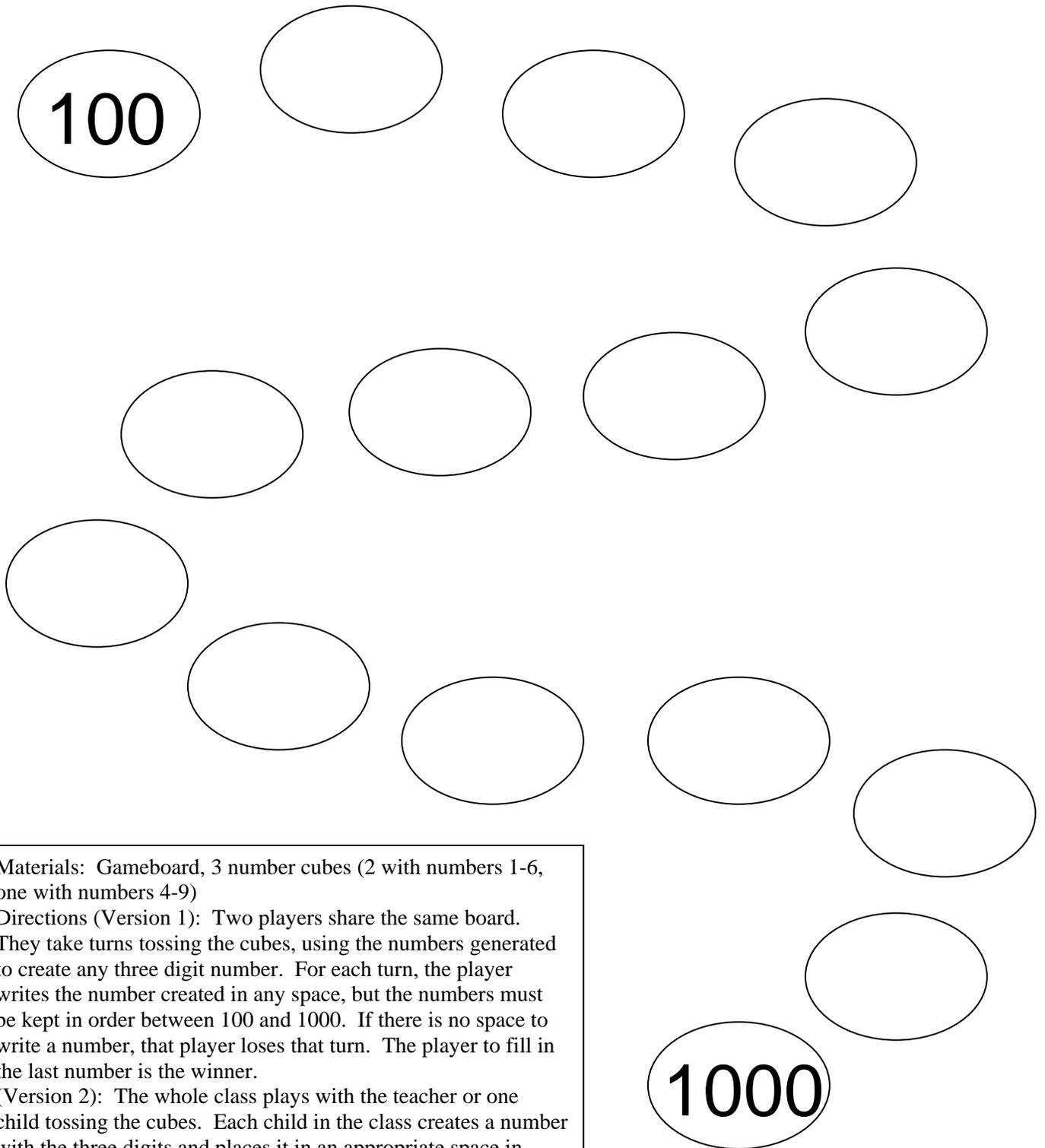


# Order Up!



Materials: Gameboard, 3 number cubes (2 with numbers 1-6, one with numbers 4-9)

Directions (Version 1): Two players share the same board. They take turns tossing the cubes, using the numbers generated to create any three digit number. For each turn, the player writes the number created in any space, but the numbers must be kept in order between 100 and 1000. If there is no space to write a number, that player loses that turn. The player to fill in the last number is the winner.

(Version 2): The whole class plays with the teacher or one child tossing the cubes. Each child in the class creates a number with the three digits and places it in an appropriate space in order on his/her board. The first person to fill his/her board wins.

# Go Digit!

9

2

7

5

Divide the children into groups of four. (If the count does not come out even, some children may play two roles.) Tell the children they should each write a digit (0 – 9) on a sheet of paper. When you say “Go-Digit,” each group arranges its four digits in any order to make a four-digit number. The groups then score points according to the questions you ask. For example, one group with 3, 2, 1, and 8 as its digits, might arrange them to make the number “8,312.”

Ask the groups of children several questions about their numbers. Each group that can answer “Yes” scores a point. The number cannot be changed until you say “Go-Digit” again.

Suggested questions:

- Do you have an 8 in the thousands place?
- Do you have a 3 in the tens place?
- Do you have an odd digit in the ones place?
- Do you have a larger digit in the ones place than in the tens place?
- Do you have a digit in the hundreds place that is smaller than the digit in the ones place?

Say “Go-Digit” again and have the children rearrange their digits to form a new number. Ask the children questions about the new numbers. When you feel the children have had enough practice, have the groups total their points. The group who has the most points wins.

You could have groups make six digits and create six-digit numbers. Groups of three could write two numbers each.

Make up a list of questions to use with the game to have a variety of numbers that can win (larger, smaller, odd, even, etc.)

**A**

--	--	--	--

**B**

--	--	--	--

**C**

--	--	--	--	--

**D**

--	--	--	--	--

**E**

--	--	--	--	--	--

**F**

--	--	--	--	--	--

**G**

--	--	--	--	--	--

# LARGEST OR SMALLEST?



Players: 2 or more

Materials: 0-9 die, gameboard for each player

Decide if you want to win with the largest or smallest number. Roll the die. Each player chooses where to place the digit on the line. Once a digit is placed, it cannot be moved. When all digits in that number are placed, the player with the largest (or smallest) number is the winner for that round.

# What's My Number?



Players: 2 or more

Materials: 0-9 die, gameboard for each player

Decide if you want to win with the largest or smallest number. Roll the die. Each player chooses where to place the digit on the line. Once a digit is placed, it cannot be moved. When all 7 digits are placed, the player with the largest (or smallest) number is the winner for that round.

**A**

--	--	--	--	--	--	--

**B**

--	--	--	--	--	--	--

**C**

--	--	--	--	--	--	--

**D**

--	--	--	--	--	--	--

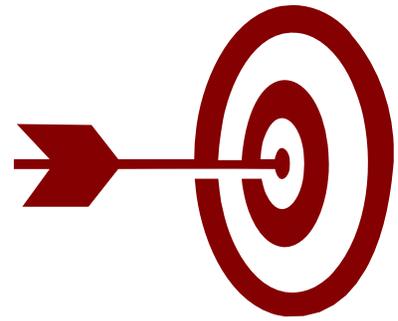
**E**

--	--	--	--	--	--	--

Today's Target:

100

Try to make today's target in each of these ways.



1. Adding two numbers
2. Finding the difference of two numbers
3. Multiplying two numbers
4. Dividing one number by another
5. Adding three numbers
6. Multiplying three numbers
7. Multiplying and subtracting
8. Using fractions
9. Using decimal numbers.
10. Doing it an unusual way

# Compatible Numbers

Circle two or more numbers in a row, across or down, with a sum of 50.

No number will be used more than once.

9	25	16	38	25	39
26	17	33	12	25	7
16	14	31	47	22	4
8	36	19	3	28	20
11	39	26	35	15	30
41	9	24	31	6	13