

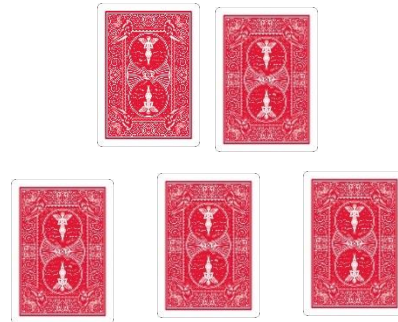
Place Value Flip!



Materials:

One deck of cards

Pencil and scrap paper



To play:

- Remove all 10s and face cards from a deck of cards.
- Shuffle the deck of cards.
- Pass out cards to all players until there are no more cards in the deck.
- Each player lays out a pyramid with 6 cards: three on the bottom row, two in the middle row and one on the top.

- To begin, players flip the top single card. The player with the highest number earns 1 point.
- Then, players flip over the next row with two cards and read the cards as a two digit number. For example, if the cards are a 2 and a 5 then the number is 25. The player with the higher number earns a point.
- Last, the players flip the last row and read the cards as a three digit number. The player with the highest number earns a point.
- Players tally their points for that round and record it on a scrap piece of paper.
- If any flip produces a tie (both players flip over a 9 for example) then both players earn a point.

- Players play 10 rounds (or a number designated by the teacher). At the end of the game, the player with the highest amount of total points WINS!

Differentiation Ideas:

- ✓ Add a 4th row of cards to work with numbers in the thousands.
- ✓ Use a spinner or coin with “highest” and “lowest” to designate whether the highest or lowest number flipped will win.