

Place Value Hundreds

Purpose:

The purpose of this activity is to help your child read and order 3 digit numbers.

Link to Number Framework:

Place Value, Stage 4

What you need:

- A pack of cards with the picture cards removed (aces count as one).
- A sheet of paper for each player with 3 columns headed hundreds, tens, and ones. The columns need to be big enough to place a playing card in each space.

Hundreds	Tens	Ones

What to do:

The object of the game is to make the biggest number with 3 cards that have been randomly turned over.

- The cards are placed in a pile, face down in the middle of the table.
- Players take turns to pick one card from the top of the pack, turn it over, and place it in either the hundreds, tens or ones column. Once a card is placed onto the paper its position cannot be changed.
- Once each player has their three columns filled, players read their numbers and the player with the largest number wins.

What to expect your child to do:

- Be able to tell you what each digit within a number represents. For example, in the number 572, the 7 tells you how many tens are in the number and the 2 tells you how many ones are in the number.
- Be able to read 3 digit numbers accurately.
- Be able to place 3 digit numbers in order, from smallest to largest and vice versa.

Related Māori vocab:

three digit numbers	tau mati-toru
---------------------	---------------