

Place value with whole numbers and decimals: Fish for 1000

1000	I am 8 hundreds and 20 tens	200	I am 17 tens and 30 ones
1000	I am 6 hundreds, 39 tens and 10 ones	627	I am 62 tens and 7
1000	I am 9 hundreds and 100 ones	982	I am 9 hundreds, 8 tens and 2
1000	I am ten times ten times ten	222	I am 22 tens and 2
1000	I am 5 hundreds, 30 tens and 200 ones	795	I am 78 tens and 15 ones
1000	I am 7 hundreds, 28 tens and 20 ones	500	I am five times ten times ten
1000	I am 5 hundreds and 50 tens	938	I am 92 tens and 18 ones
324	I am 3 hundreds, 2 tens and 4 ones	347	I am 3 hundreds, 3 tens and 17 ones
999	I am 99 tens and 9 ones	561	I am 55 tens and 11 ones
651	I am 65 tens and one	410	I am 39 tens and 20 ones
473	I am 46 tens and 13 ones	618	I am 61 tens and 8
800	I am 80 tens	811	I am 81 tens and one
250	I am 2 hundreds and 5 tens	108	I am 9 tens and 18 ones
750	I am 75 tens	900	I am 90 tens

Print on card, laminate and cut into separate cards, making a pack of 56 playing cards or 28 matching pairs.

How to play:

The game can be played by up to four players and the winner is the person with the most pairs of cards (one word card and one numeral card) which represent 1000. Players may have numerous pairs that correctly show other values, ***but it is the pairs of 1000 cards that decide the winner.***

The cards are shuffled and students are dealt or take 5 cards each. Remaining cards are placed in the centre face down. Each player finds any word cards that match any numeral cards in their own hand. They place matching pairs in front of them once another player has verified that the pair do match.

For example the player has a numeral card on which is written 374 and a word card describing this number , 'I am 37 tens and 4 ones' in their hand. These make a matching pair that they show to another player, have them verified, then place in front of themselves.

If a player has a numeral card and they want a matching card they must give a word clue that describes the numeral card. The word clue may or may not be the precise matching clue. If a player has a word clue card he must interpret this and ask another player for the appropriate numeral card.

Players take turns to ask, "Have you (naming a particular player) got? If the player who is asked does not have that card, the questioner is told, "Go Fish" and they take a card from the pile in the centre.

The game proceeds till all cards have been used.
Clues can be verified using place value materials.