



Place & Value & War

ten thousands

thousands

hundreds

tens

ones

Place & Value & War



tens

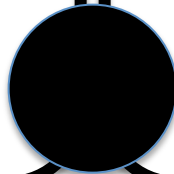
Ones

tenths

hundredths

thousandths

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Place & Value & War



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For 2-3 players

Materials Needed: Place Value War mat for each player
Deck of cards with face cards and tens removed, jokers left in.
Each card is its face value, and the jokers are 0.

Objective: To make a number higher than the other players' numbers

Playing the Game:

Deck of cards is shuffled and stacked face down between the players.

Player 1 takes a card and decides where to place it on his/her mat. Once a number is placed, it cannot be rearranged.

Player 2 goes next, and so on until each player has had one turn. Then second turns go, in the same order, until each player has 5 cards on his/her mat. The player with the highest number gets the point IF he/she can read the number correctly aloud.

Cards are removed, shuffled and placed at the bottom of the draw pile. The next round begins.

Play continues until one player reaches 10 points, or other decided-upon number.

Rules:

1. Once a card is placed on the mat, it cannot be removed until the round is over.
2. The number must be read aloud correctly in order to receive the point.
3. A tie results in both players receiving a point, so long as the number is read correctly.

Two versions are included with this file: 5-digit numbers to ten thousands, and 5-digit numbers with three decimal places. A blank mat is also included so that students or teachers can create their own headings and/or decimal placement, if teacher so desires.

Image Credit: <http://www.casinonpanatet.com/wp-content/uploads/2015/06/casino.png>