

## Place Value Spin Zone

Congratulations on your purchase of this Really Good Stuff® **Place Value Spin Zone**—a fun way to strengthen place value skills.

This Really Good Stuff® product includes:

- 30 Number Cards
- 2 Place Value Work Mats, double-sided
- 1 Spinner
- Center Task Card
- This Really Good Stuff® Instructional Guide

Before introducing the **Place Value Spin Zone**, make copies of this Really Good Stuff® Instructional Guide and file the pages for future use. Or, download another copy of it from our Web site at [reallygoodstuff.com](http://reallygoodstuff.com).

### Place Value Spin Zone

**Number of Players:** 2

**Object:** To practice place values by creating the largest or smallest number

#### How to Play:

1. Players determine whether to play to create the largest or the smallest number.
2. Place the Number Cards in a pile facedown.
3. Each player takes a Place Value Work Mat.
4. Determine who will go first.
5. Player 1 picks a Number Card from the pile. He or she spins to determine where to place the Number Card on his or her Work Mat. (**Note:** If players are using the blue side of the Place Value Work Mat and land on Free Choice, they get to decide where to put the Number Card.)
6. Player 2 takes his or her turn, picking the next Number Card and spinning to place the Number Card. (**Note:** If a player spins and lands on an already-filled spot on his or her Work Mat, the player spins until he or she can play the Number Card.)
7. Play continues until each player has only one space left on his or her Work Mat. Each player then picks a Card and puts it in the last empty space on his or her Work Mat.
8. The player who created the number that meets the goal determined in Step 1 wins.

### Introducing the Place Value Spin Zone

Gather two students to play Place Value Spin Zone for the class. Explain the object of the game and how to play to the volunteers. With the rest of the class

gathered around, encourage the volunteers to play the game. Show students the Center Task Card and explain that it will be in the center with this game if students need to be reminded of how to play.

#### Center Task Card

Post the Center Task Card at the numeracy center where students will be able to see it easily. Remind students to refer to the shaded section at the top of the Card to be sure that they have all the needed materials.

#### Free Choice Play

Play Place Value Spin Zone without the Spinner. Players use their knowledge of place value to determine where to put their Number Cards to create the largest or smallest number.

#### Play as a Class

Give each student a whiteboard and divide the class into two teams. Explain that you are going to practice place value skills. Begin with simple rounds of Place Value Spin Zone following the rules on the Center Task Card. Have teams trade off with one player from each coming to the front of the room to spin the Spinner and choose a Number Card. While the two students are taking turns spinning, they are to inform their team what number they chose and where it should be placed. Everyone will write the number on his or her own whiteboard. Then when it is time to figure out who has the largest number, the students will display their individual boards for everyone to see. Check all the boards to make sure everyone has the correct answer.

#### Really BIG Place Value Zone

Copy the Really BIG Place Value Zone Reproducible to add to the center for students who need more of a challenge. Explain to students that when they play Really BIG Place Value Zone, they do not use the Spinner. Instead, the two players are to determine the placement of the Number Cards based on their knowledge of place value to create the goal of the largest or the smallest number. Indicate that the player who creates the number closest to the predetermined goal wins.

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