

## Place value battle (3rd and 4th Class)

**Resources:** Place value grid, 0-9 number cards (0-9 die)

**Strands:** Place value

**Activity:** Each pair of pupils has a place value grid and a set of number cards 0-9. They take it in turns to select a number card, which are all face down on the table, and each player must decide where to place the digit card. The person who makes the greatest number wins.

**Questions:** Why did you place the '2' there?  
If you selected '1' where would you ideally like to place it?

### Challenge Questions:

- If your partner selects the nine first and places it in the thousands column can you still beat him? Why /why not?
- Your partner has already picked the digit '8' card and placed it in the hundreds column—can you still beat him? How?

### Variations:

1. Pupils could have two of each digit card.
2. Pupils aim to make the number with the least value using the digit cards.

	Hundreds	Tens	Units
Player 1			
Player 2			

	Thousands	Hundreds	Tens	Units
Player 1				
Player 2				



0	1	2
3	4	5
6	7	8
	9	