

Station: Base 10 game



Throw the dice and collect the correct amount of ones. Place them on the correct section of the mat.

When you collect 10 ones you may trade them for a long and move it to the tens side of the mat.

When you collect 10 longs you may trade it for a flat and move it to the hundreds side of the mat.

When you have no ones/longs left the game is over.

Show your number on the arrow cards. Whoever has the biggest number wins the game.

Strand:	Number
Strand unit:	Place Value
Objective:	Explore, identify and record place value 0-999 Read, write and order three digit numbers
Skill:	Implementing, Understand and recall

Place Value Chart

Hundreds	Tens	Ones

Station: Catalogue Trail

Working with your group can you find the answers to the following questions?

- You have €10.75 to spend. How will you spend it? How near can you get to spending it all?
- Choose 5 items from p.2-5. What is the total cost before discounts? What is the total cost after discounts? What percentage of the original total cost have you saved?
- What profit did the supermarket make if the cost price of the items on p.2 was 75% of the total?

Now can you compose two more questions based on the store leaflet and record them on the flipchart page?



Strand:	Number
Strand unit:	Place Value
Objective:	Solve problems involving decimals Explore and calculate simple interest, profit, loss, VAT
Skill:	Applying & problem solving; Communicating & Expressing; Integrating & Connecting; Reasoning;

1.3	1.3
0.5	1.3

Station: Make 4.253

Gill was playing with her name and numbers.

She let all her consonants equal 1.3 and all her vowels equal 0.5.

So the value of Gill's name is $1.3 + 0.5 + 1.3 + 1.3 = 4.4$

1. Find the value of the word ROOM
2. What is the value of your name?
3. Ask your partner to check that you have found the right value for your name
4. Choose one of your names and change the rules so that the value of the name is 4.253
5. Share your strategy with the group

Strand: Number

Strand unit: Place Value

Objective: Solve problems involving decimals

Skill: Applying & problem solving; Communicating & Expressing; Integrating & Connecting; Reasoning; Implementing, Understanding & Recalling

Station: Nice or Nasty

(consolidation activity)



You will need the nice or nasty game board and a pack of cards with the picture cards and 10 removed. Keep the ace. It is used for number one.

Decide whether the object of the game is to make the biggest or smallest number.

The first pupil chooses one card from the top of the face down deck and decides on which of their three boxes to place it. Once a card has been placed, it cannot be moved.

Player 2 chooses their card and places on their game board. Players continue taking turns until each box contains a card.

Each player must read out their three digit number as it is made.

In the nasty version of the game, players can place a card on their opponents board.

Strand:	Number
Strand unit:	Place Value
Objective:	Explore, identify and record place value 0-999 Read, write and order three digit numbers
Skill:	Implementing, Understand & Recall, Reasoning



Nice or Nasty



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Hundreds

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Tens

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Units

Station: Ring is King



To play this exchange game you will need:

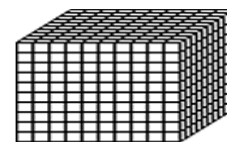
- First grouping: counters
- Second grouping: bottle tops
- Third grouping: straws
- Fourth grouping: rings
- A dice labelled as follows (1, 2, 3, 1, 2, 3).

1. This game can be played as a group.
2. Pupils take turns throwing the dice and collecting the corresponding number of counters. Once they have collected three they exchange them for a bottle top and continue to collect counters.
3. When they have collected 3 bottle tops, they can exchange for a straw.
4. As soon as they have collected three straws they exchange for a ring.

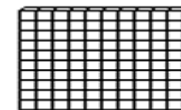
First to exchange for a ring wins the game.

Strand:	Number
Strand unit:	Place Value
Objective:	Explore, identify and record place value 0-99
Skill:	Implementing, Understand and recall

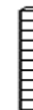
Station: Win a one



one
1



tenth
.1



hundredth
.01

To play the game you need a collection of base ten materials, a nine sided die and a game board for each player.

Players take turns throwing die. The number on the die tells them how many hundredths they make take from the centre.

When a player has ten longs (hundredths) they may trade them for a flat (1 tenth).

When a player has ten flats (tenths) they can may trade them for a block (whole/one).

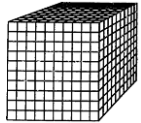
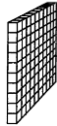

The first player with a block (whole/one) wins the game.

Strand: Number

Strand unit: Place Value, Decimals

Objective: Explore, express and identify place value in decimal numbers to three places (tenths, hundredths and thousandths)

Skill: Implementing, understand and recall

Whole/One 	● Tenth 	Hundredths 
	●	

