

# 3-Digit Dash

## Materials:

- 3 dice or numeral cards (cut out)

## Directions:

1. Player 1: Roll 3 dice or draw three number cards trying to make the **largest** number.
2. Record the number in expanded form and as a three-digit number.
3. Player 2: repeat steps 1-2
4. The person with the largest number wins that round. Put a check mark in the winner box if you won that round.
5. After 5 rounds the person with the highest score wins!

Player 1			
Round	Expanded Form	3-Digit Number	Winner
1			
2			
3			
4			
5			
Player 2			
Round	Expanded Form	3-Digit Number	Winner
1			
2			
3			
4			
5			

# 3-Digit Dash

## Materials:

- 3 dice or numeral cards (cut out)

## Directions:

1. Player 1: Roll 3 dice or draw three number cards trying to make the **smallest** number.
2. Record the number in expanded form and as a three-digit number.
3. Player 2: repeat steps 1-2
4. The person with the smallest number wins that round. Put a check mark in the winner box if you won that round.
5. After 5 rounds the person with the highest score wins!

Player 1			
Round	Expanded Form	3-Digit Number	Winner
1			
2			
3			
4			
5			
Player 2			
Round	Expanded Form	3-Digit Number	Winner
1			
2			
3			
4			
5			

0

1

2

3

4

5

6

7

8

9

0

1

2

3

4

5

6

7

8

9

# 5 Way Challenge

Directions:

1. Write the number 5 ways.

<b>356</b>	Only Tens and Ones	Compose a Different Way
A Base Ten Diagram	Word Form	Expanded Form

# Plot and Compare

**Directions:** Plot the numbers given on the number line and use  $<$ ,  $>$ , or  $=$  to compare the two numbers (example:  $3 < 13$ ).

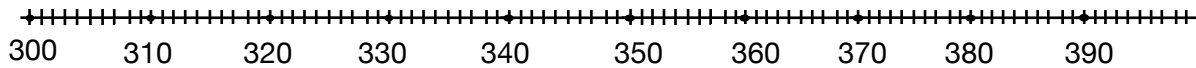
1.



Plot: **681, 618**

Compare (use  $<$ ,  $>$ , or  $=$ ) : \_\_\_\_\_

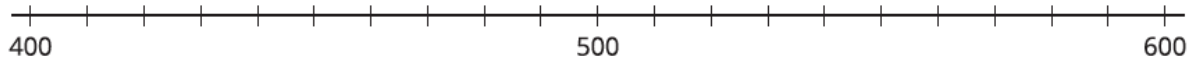
2.



Plot: **315, 366**

Compare (use  $<$ ,  $>$ , or  $=$ ) : \_\_\_\_\_

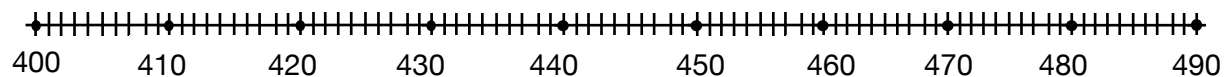
3.



Plot: **560, 460**

Compare (use  $<$ ,  $>$ , or  $=$ ) : \_\_\_\_\_

4.



Plot: **428, 488**

Compare (use  $<$ ,  $>$ , or  $=$ ) : \_\_\_\_\_

# Compare with Value Pak



## Materials:

- base ten blocks (cut out)
- one digit numeral cards (cut out)
- place value mat

## Directions:

1. Work with a partner. Shuffle the numeral cards and place them facedown.
2. Both players: Turn over 3 cards to make a 3-digit number. Represent your number on a place value mat using base ten blocks.
3. Compare your representations. Record your comparisons using the symbols  $<$ ,  $>$ , or  $=$  on the chart below.
4. Repeat steps 1-3 for 9 more rounds.

ROUND	Player 1 3-digit number	$>$ , $<$ , or $=$	Player 2 3-digit number
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

# Place Value Board

--	--	--

hundreds

tens

ones

--	--	--



1

2

3

4

5

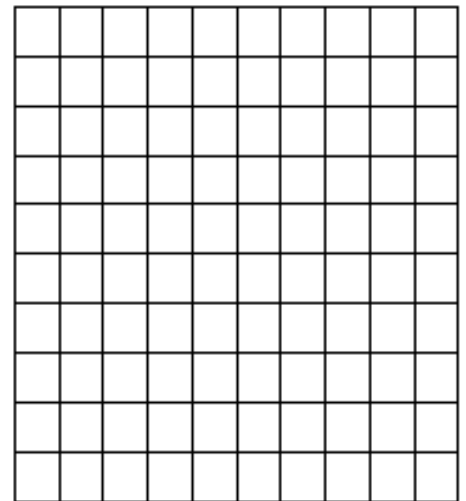
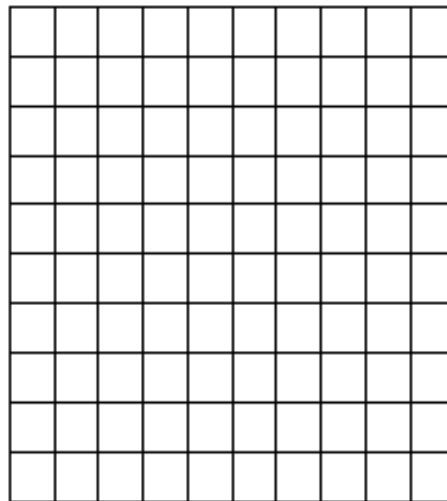
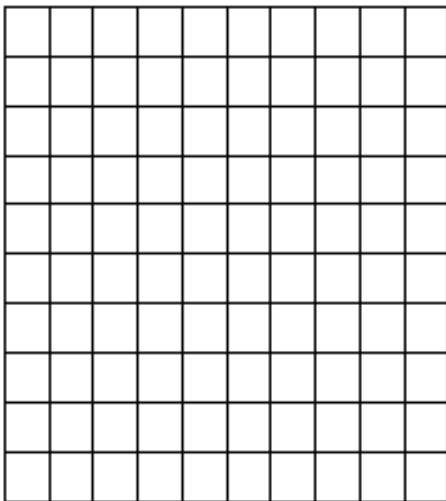
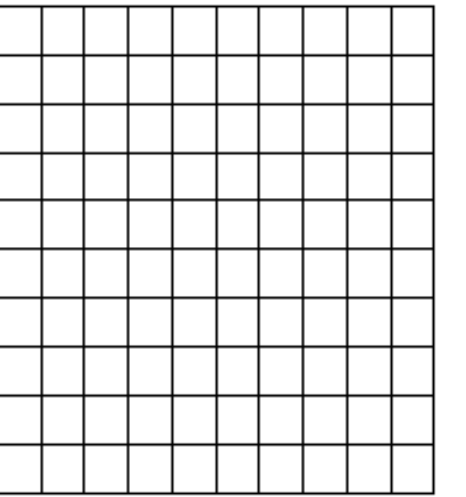
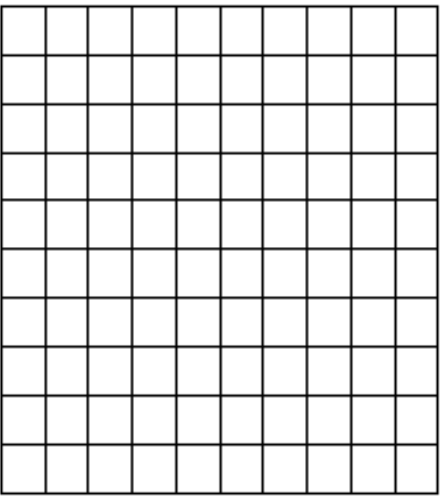
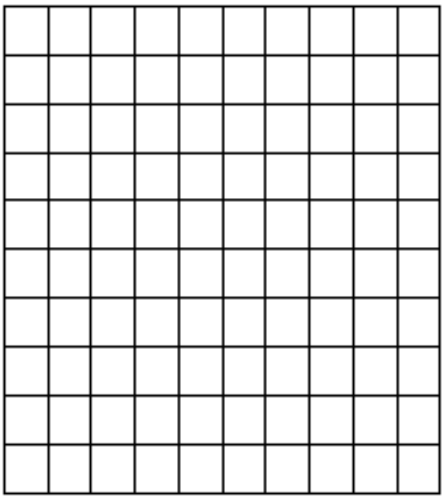
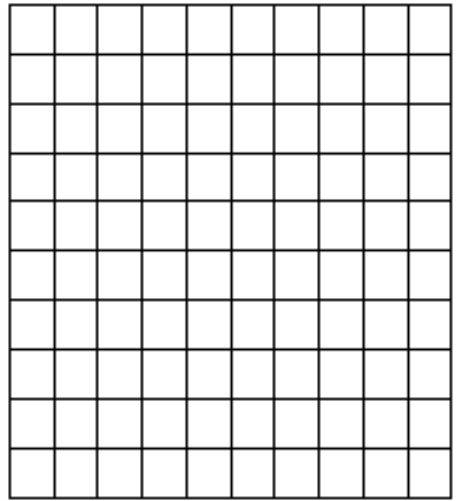
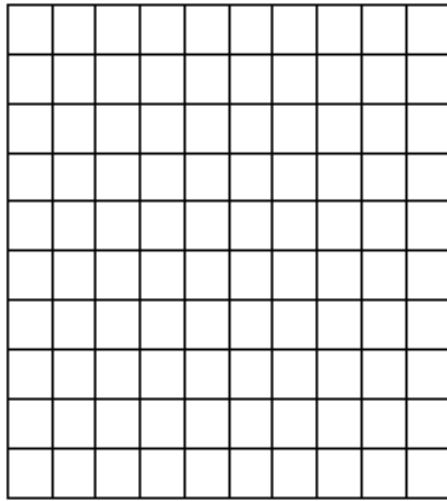
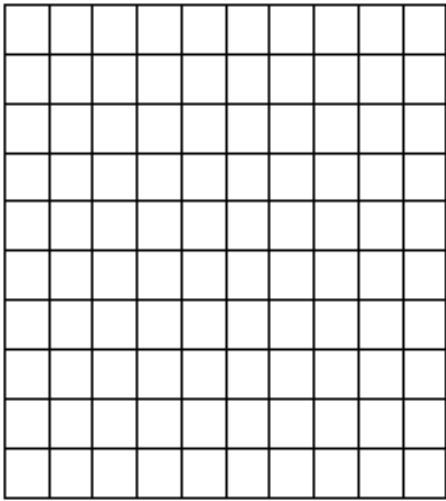
6

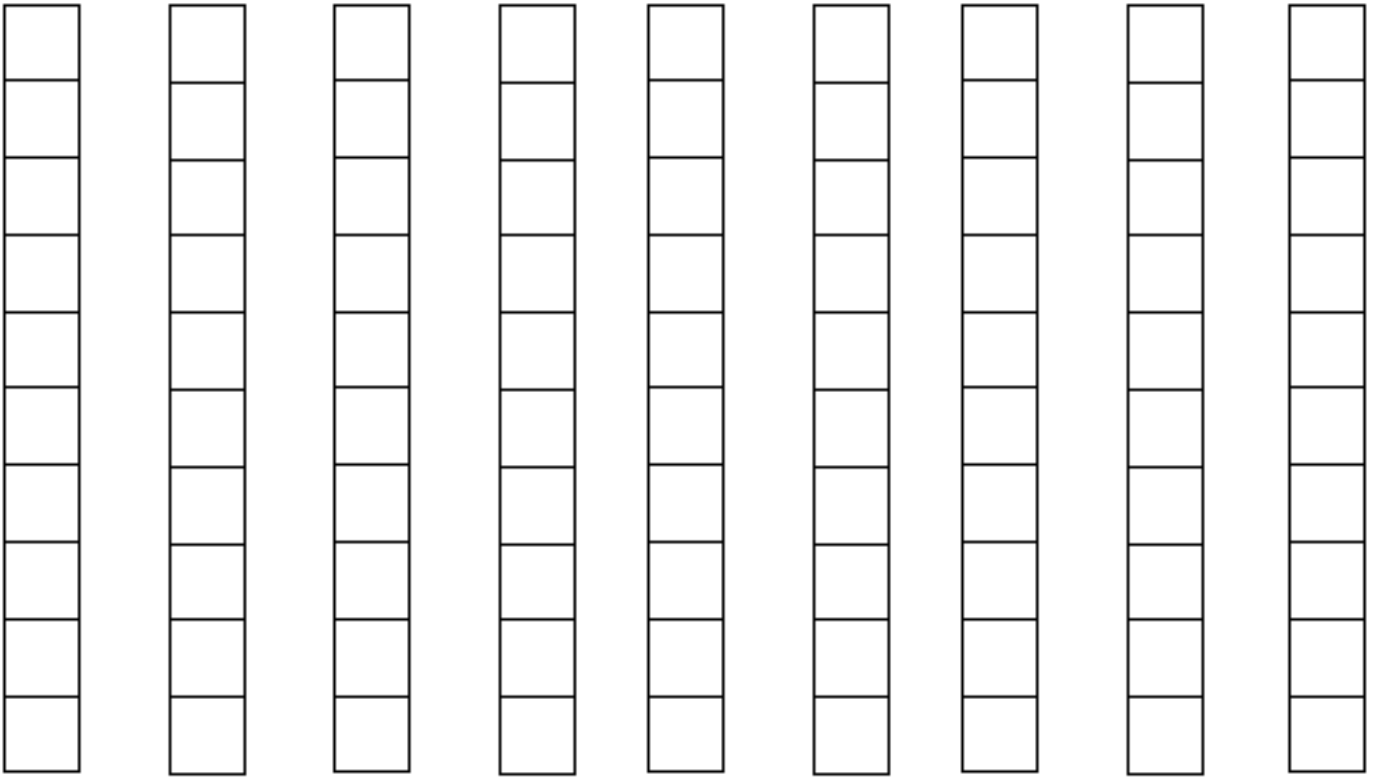
7

8

9

0





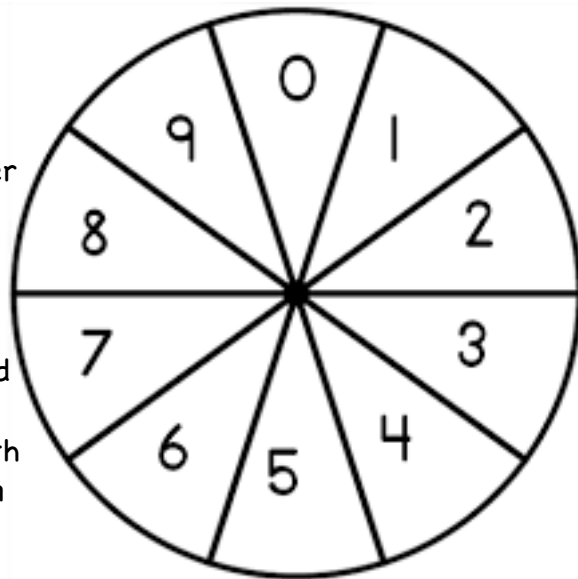
# Which is Greater?

## Materials:

- spinner (made with paperclip and pencil)
- place value board (one for each partner)

## Directions:

1. Work with a partner to try to make the greatest 3-digit number you can.
2. Player 1 spins. Player 1 decides if the number should go in the ones, tens, or hundreds place to make the largest 3-digit number. (ex: I rolled a 2 and I think it should go in the ones place because it is a low number. In the hundreds place, it would only be 200.) Use the place value board to build your number.
3. Player 2 repeats step 2. Continue taking turns spinning until both players have built their 3-digit number. Record your numbers on the chart below.
4. Work with your partner to compare the 2 numbers and fill in  $<$ ,  $>$ ,  $=$ . The player with the greater number wins! Play 10 rounds and the best out of 10 wins!



Round	Player 1	Symbol < > =	Player 2	Winner
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				

# Place Value Board

hundreds

tens

ones

--	--	--

# Place Value Board

hundreds

tens

ones

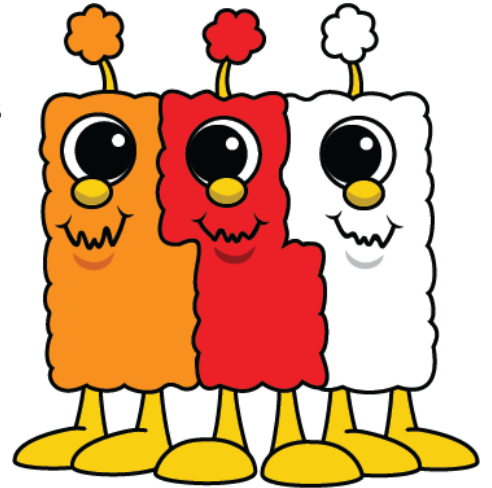
--	--	--

# Help Value Pak Get in Order

**Materials:** numeral cards 101-120 (cut out)

**Directions:**

1. Work with a partner. Shuffle the cards and deal 5 cards to each player. Players must place their cards facedown in a pile.
2. Take turns flipping over the top card from your pile. Place the card on the grid below.
3. The goal is to be the first player to have 5 cards in order from least to greatest on the grid below. On each turn a player can replace any card in their column with the card drawn.
4. Players may not move cards around within the column.
5. Keep going until one player has 5 numbers in order from least to greatest.



<b>Player 1</b> least to greatest	<b>Player 1</b> least to greatest

101

111

102

112

103

113

104

114

105

115

106

116

107

117

108

118

109

119

110

120