Place Value Riddles

- 1. Read each riddle.
- 2. Draw and solve!

Mystery Riddle	Draw it!	Number?
I have 4 tens and 25 ones. Who am I?		
I am number 49. If you represent me with 29 ones how many tens do I have?		
I am number 36. If you represent me with only 2 tens how many ones do I have?		
I have 17 tens and 12 ones. What number am I?		
I have 6 tens and 23 ones. What number am I?		

Base Ten Compare

Materials:

ten frame cards (cut out)

- 1. Work with a partner. Deal 8 cards to each player.
- 2. Both players turn over the top card in their stack. Players compare cards. The player with the greater number takes both cards and puts them on the bottom of their stack. If the cards are of equal value players turn over another card each and compare the new cards.
- 3. Both players record the result of the comparison on the chart below using the symbols <, >.
- 4. The game continues until one player has all of the cards.

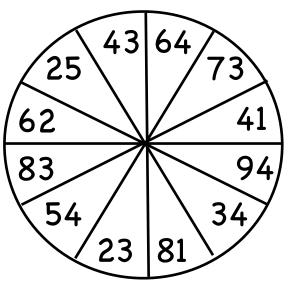
Player 1's Number	<, >	Player 2's Number	Playe Numb

Player 1's Number	<, >	Player 2's Number

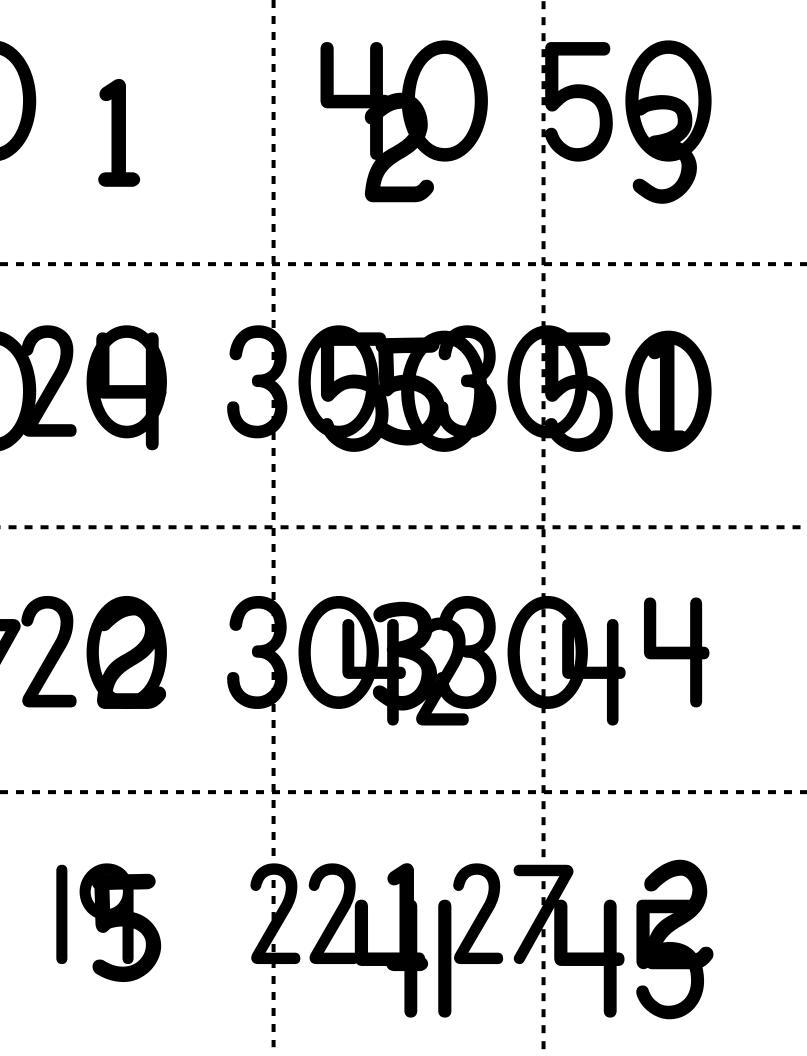
What Did I Add?

Materials: numeral cards (cut out), create a spinner with a paperclip and pencil

- 1. Turn the numeral cards face side down. Player 1 spins to get a starting number.
- 2. Player 2 picks a number card without showing your partner. Choose whether to add that many ones or tens to your starting number.
- 3. Player 2: Tell your partner the sum. Don't go over 99!
- 4. Player 1: Tell your partner what number you think they added and explain your thinking. Record your answer in the space below.
- 5. Switch roles and repeat.



round	number spun	+ secret number	= new sum
1		_ +	_ =
2		_ +	_ =
3		_ +	
4		_ +	
5		_ +	_ =
6		_ +	_ =
7		_ +	_ =
8		_ +	
9		_ +	_ =
10		_ +	_ =



4 in a Row

Materials: 20 counters (10 of one color and 10 of another color). You could use coins such as pennies and nickels, instead of colored counters.

Directions:

- 1. Player 1 gets 10 counters of one color and player 2 gets 10 counters of another color.
- 2. Player 1 puts a counter on the 2 numbers you will add.
- 3. Player 1 puts a counter on the sum in the 4 in a Row grid.
- 4. Player 2 moves 1 of the counters to a different number, adds the numbers, and puts a counter on the sum.
- 5. Continue taking turns until someone gets 4 in a row.

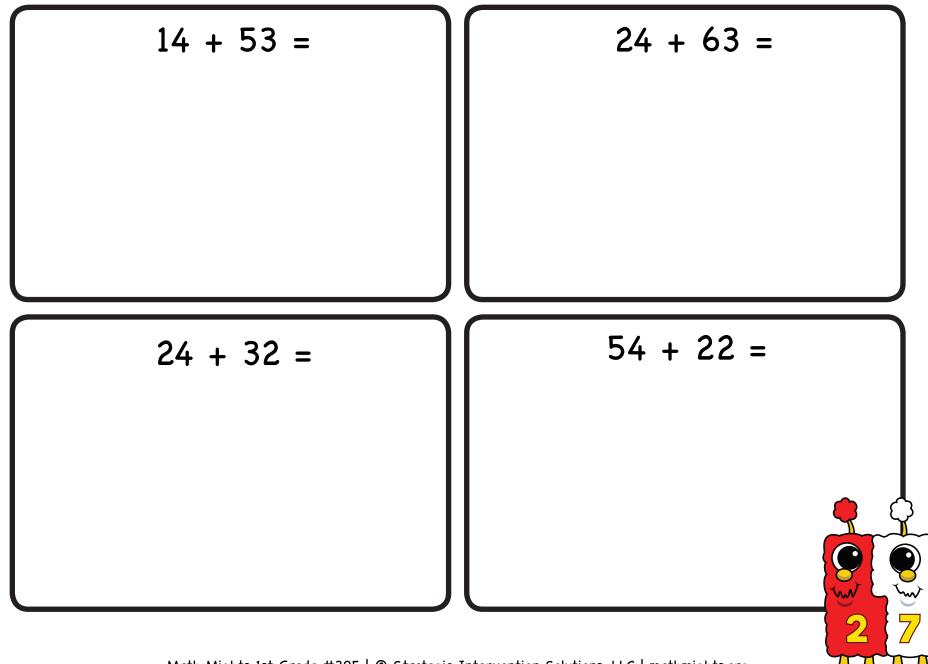
	4 in a Row					
37	47	67	77	32	50	
66	99	76	68	41	59	
41	94	86	64	52	70	
98	71	89	82	63	81	
74	54	59	65	59	55	

pick 2 numbers to add \downarrow

14	23	41	53
45	18	36	29

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Directions: Solve the following addition equations with tens and one with Value Pak!

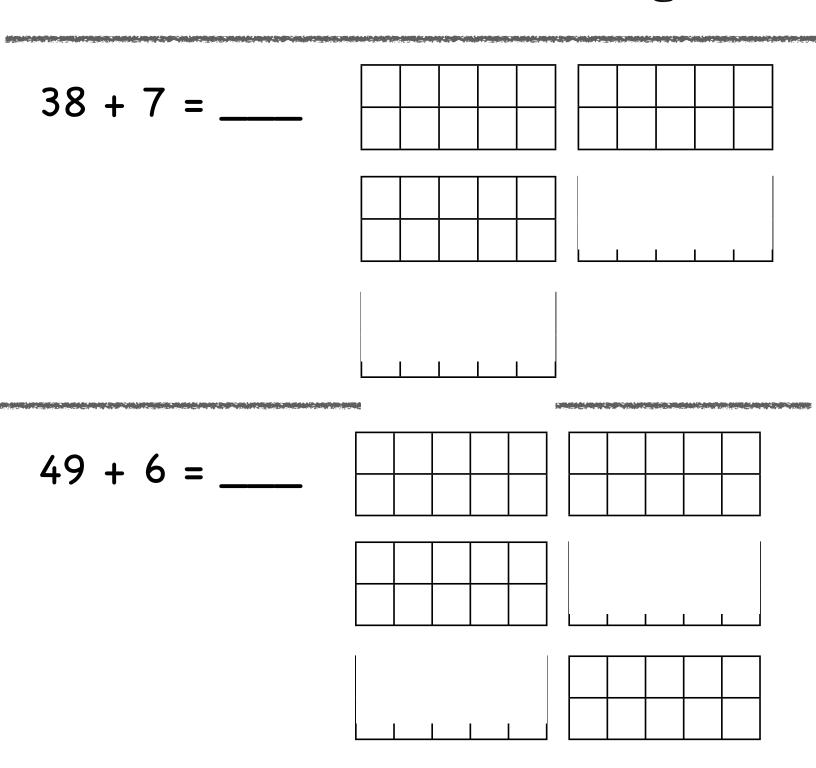


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Solve with D.C.

Directions:

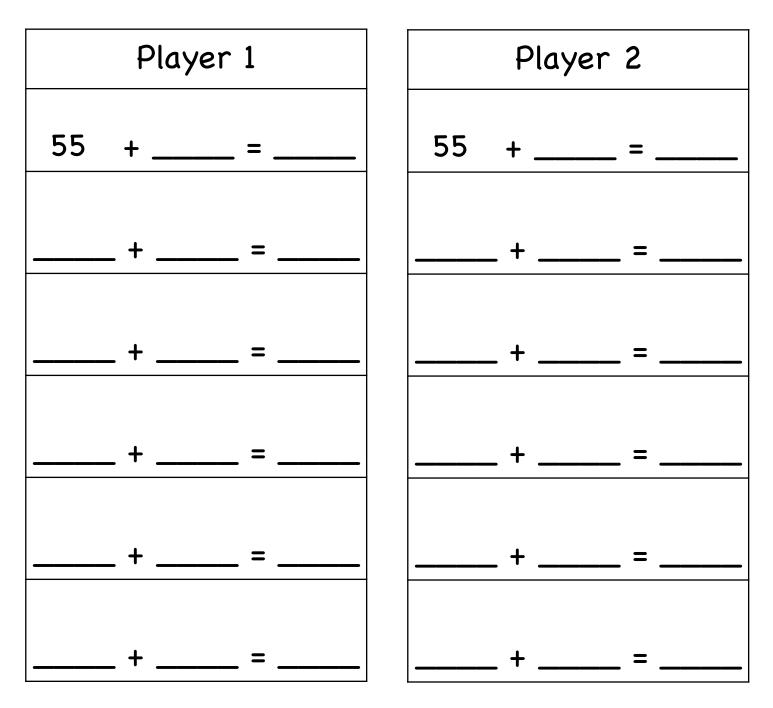
Solve these problems with the ten frames using D.C.'s strategy (decomposing and composing). Remember to make a friendly number to make addition easier!

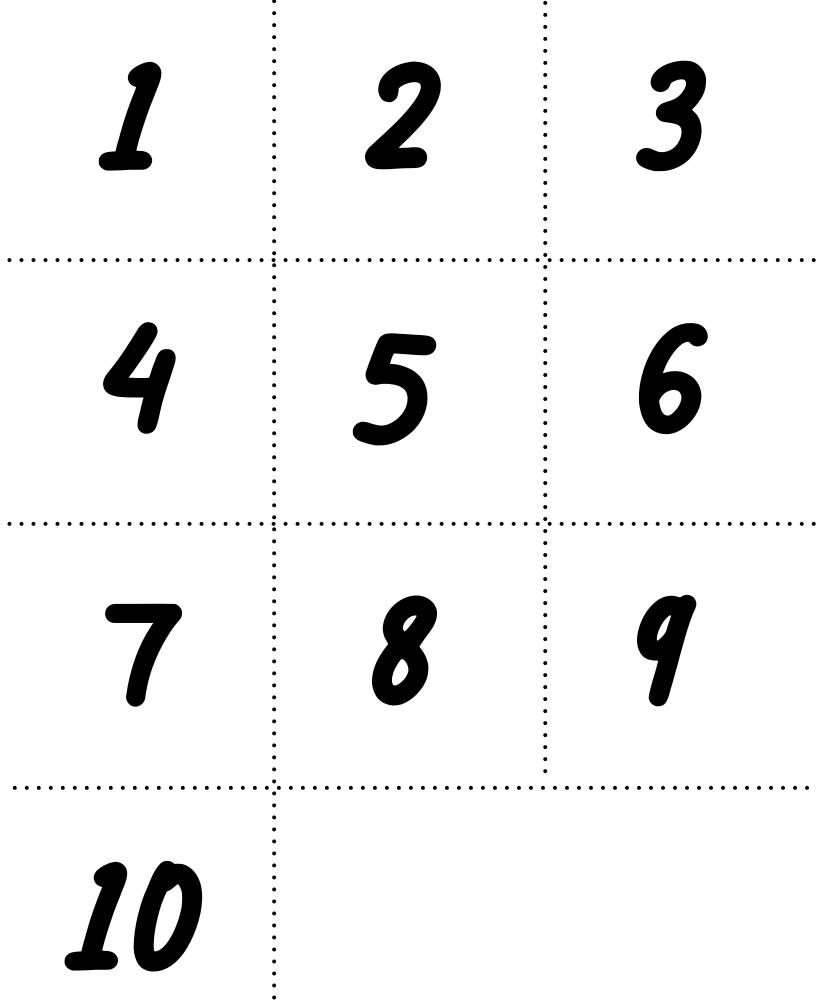


D)C

Closest to 95 Version 1

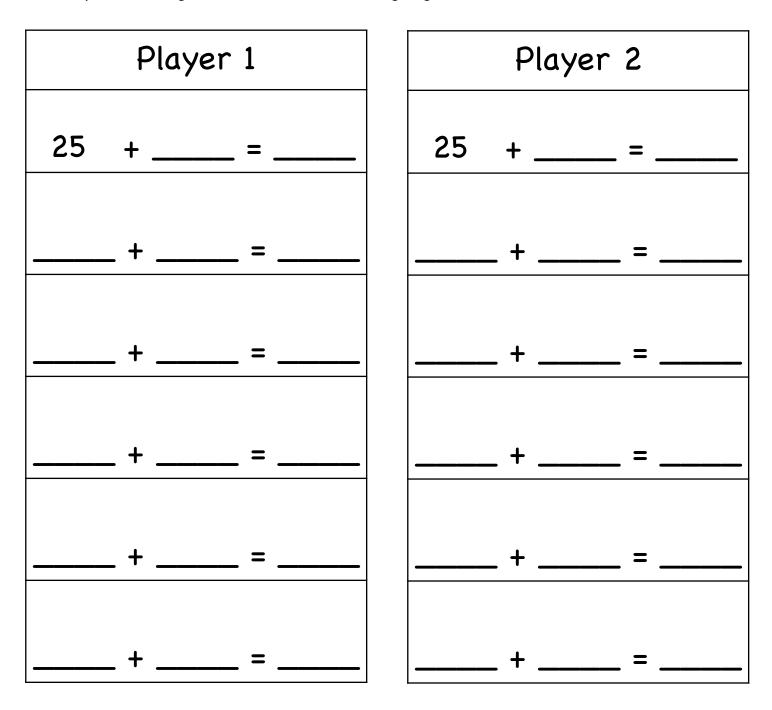
- 1. Cut out the number cards and spread them out facedown on the table.
- 2. Start at number 55. This will be your starting number for both players.
- **3.** Player 1 picks a card and adds that number to the starting number (55). Write the equation on the recording sheet.
- 4. The sum becomes the starting number in the next equation.
- 5. Now Player 2 picks a card and repeats step 3. Each player must take 6 turns.
- 6. The player who gets closest to 95 without going over is the winner.

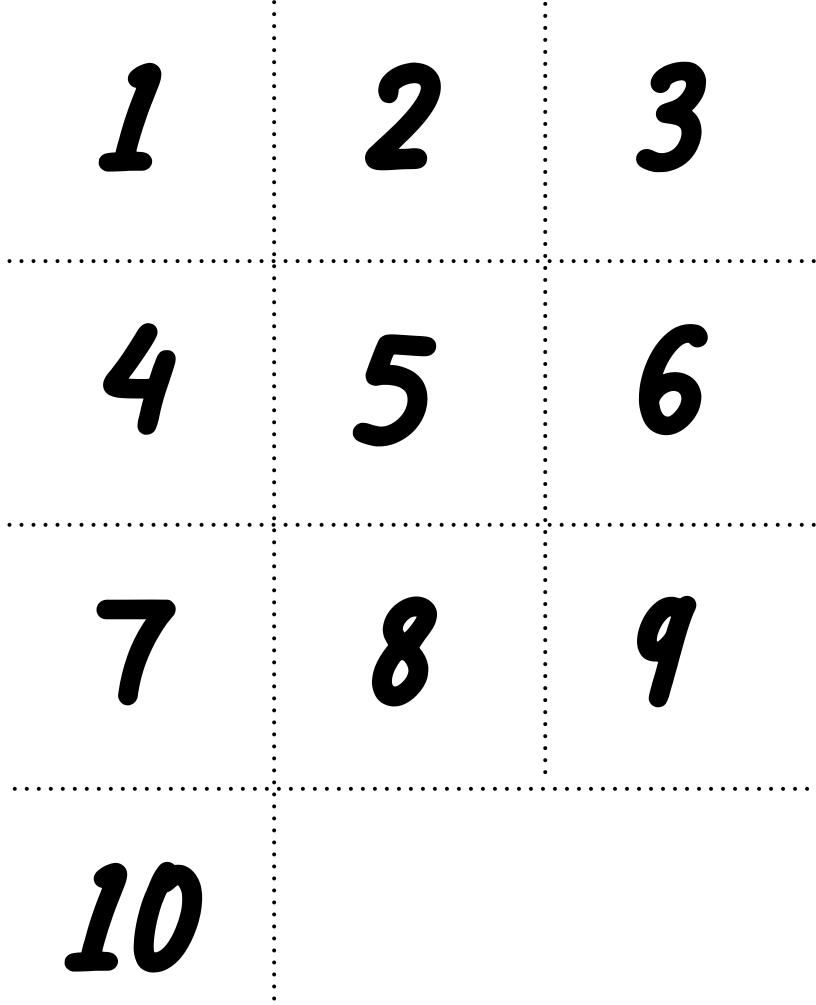




Closest to 95 Version 2

- 1. Cut out the number cards and spread them out facedown on the table.
- 2. Start at number 25. This will be your starting number for both players.
- **3.** Player 1 picks a card and decides if they should add that number of tens or ones to the starting number (25). Write the equation on the recording sheet.
- 4. The sum becomes the starting number in the next equation.
- 5. Now Player 2 picks a card and repeats step 3. Each player must take 6 turns.
- 6. The player who gets closest to 95 without going over is the winner.

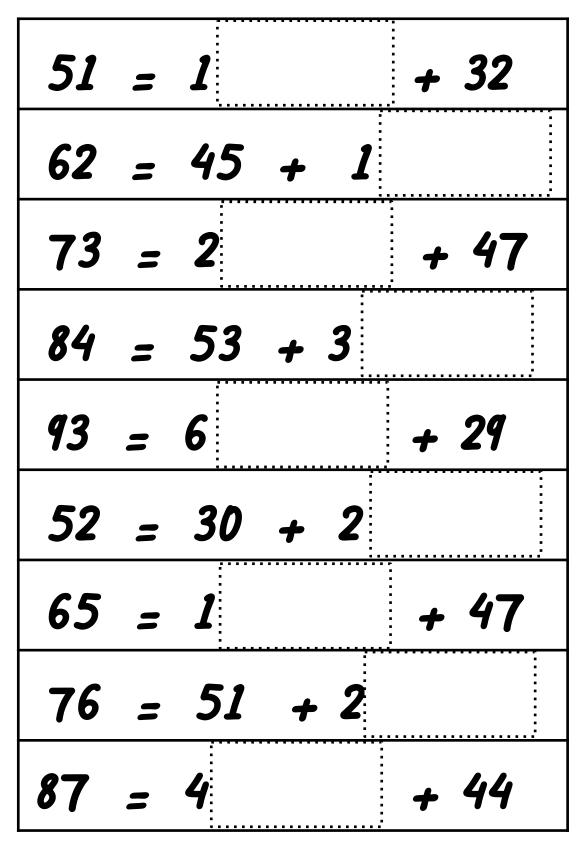




Find The Missing Number

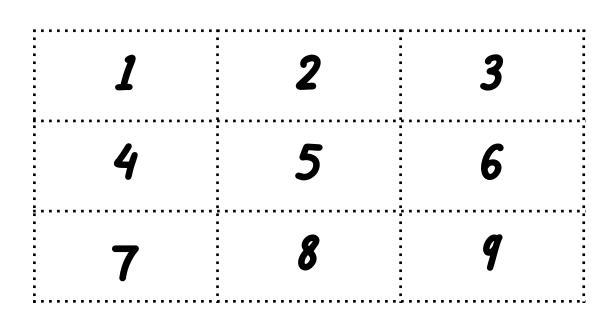
Directions:

- 1. Look at the sums given and determine what 2-digit number makes the equation true.
- 2. Use the number cards to fill in the equations. You can only use each number card once.

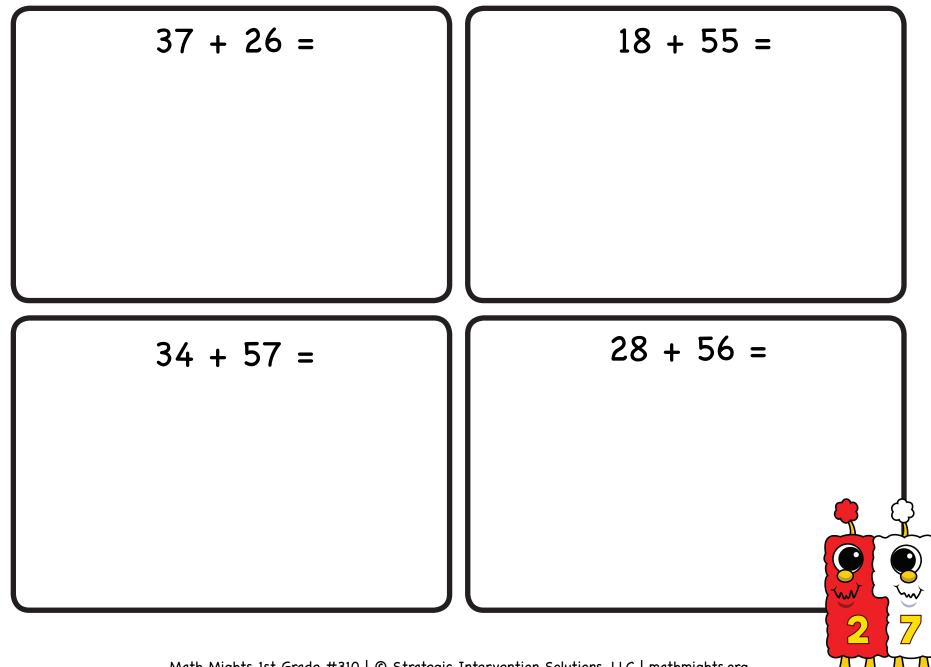


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Number Cards—cut out



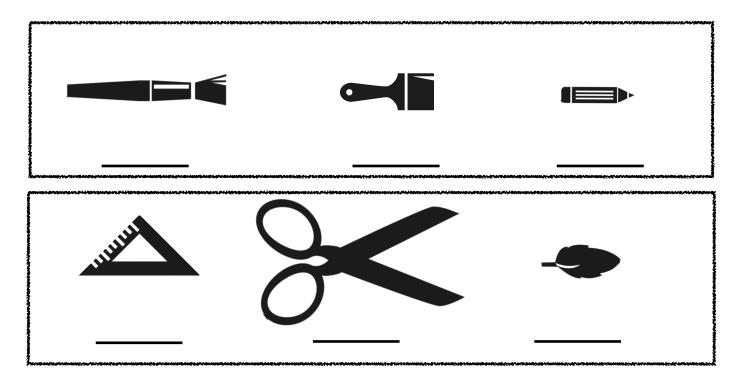
Directions: Solve the following addition equations with tens and one with Value Pak!



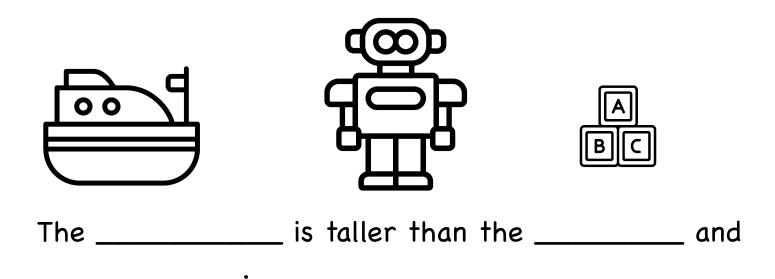
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Compare The Length

Directions: Put the objects in order from shortest to longest. Label the shortest object 1, label the middle object 2, and label the longest object 3.

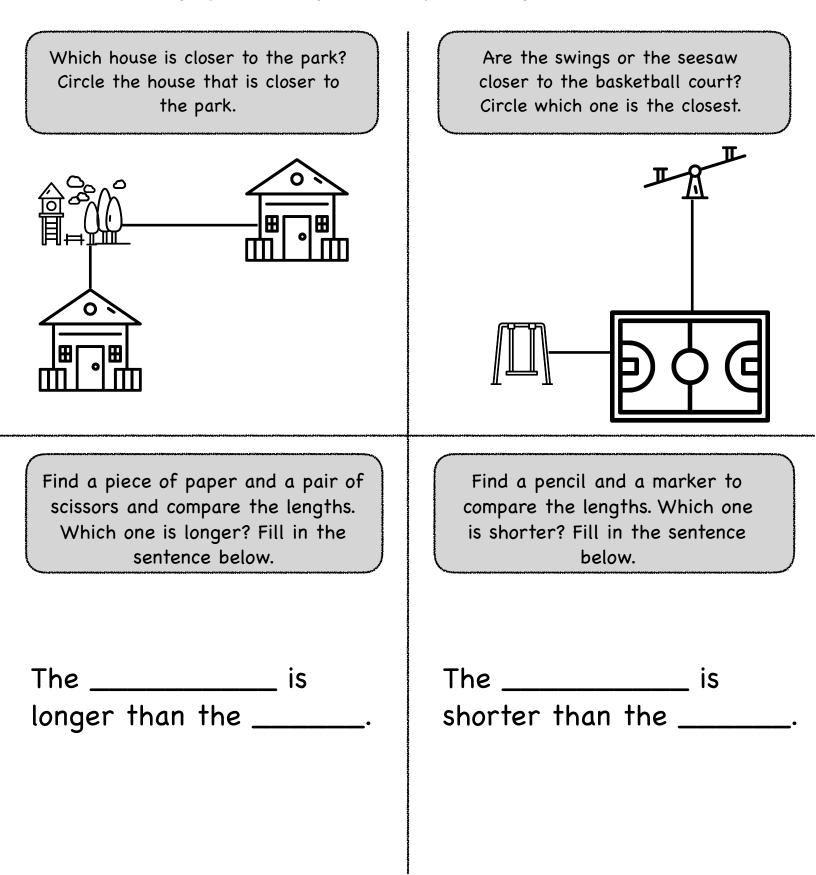


Directions: Compare the 3 objects below. Fill in the blanks to complete the sentence.



Object Compare

Directions: Using a piece of string or yarn compare the lengths.



Measuring with a Tool

- 1. Choose an object to measure. Record the object on the chart below.
- 2. Choose a length measuring tool. You can use paperclips, cubes, etc.
- 3. Measure the length of the object with your tool and record the length on the chart below.
- 4. Repeat steps 1-3 five more times.

Object	Length
Example: pencil	6 paperclips

Measuring with a Tool

Directions:

- 1. Choose 2 objects to measure. Record the objects on the chart below.
- 2. Choose one unit of measurement. You can use paperclips, cubes, etc.
- 3. Measure the length of the both objects with that unit of measurement and record the lengths on the chart below.
- 4. Add the lengths of both objects together and record the total length.
- 5. Repeat steps 1-4 with a different unit of measurement.

Example:

	Object	Length	Total Length	
Object 1	scissors	5 paperclips	Que a subica	
Object 2	pencil	3 paperclips	8 paperclips	

	Object	Length	Total Length
Object 1			
Object 2			

	Object	Length	Total Length
Object 1			
Object 2			

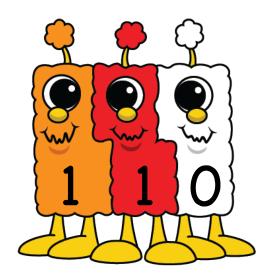
	Object	Length	Total Length
Object 1			
Object 2			

	Object	Length	Total Length
Object 1			
Object 2			

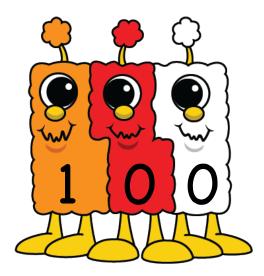
Value Pak Match-Up

Directions:

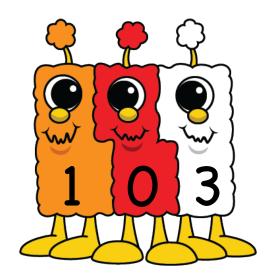
 Cut out all the cards and place them face down in two separate piles. (one pile with the Value Pak cards and one pile with the base ten block cards)

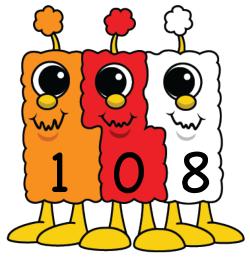


- Player 1 picks one card from each pile and tries to make a match. If a match is made, Player 1 keeps both cards and gets to go again. If a match is **not** made Player 1 puts both cards back in the pile.
- 3. Player 2 repeats step 2. Continue taking turns until all the cards are matched up. The player with the most matches wins!

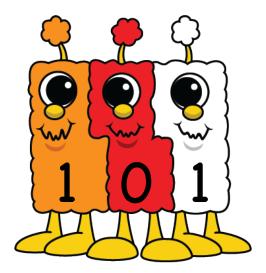


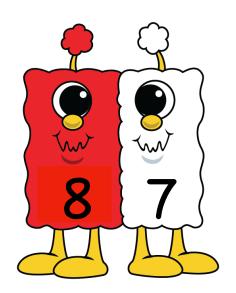


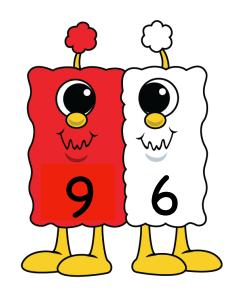


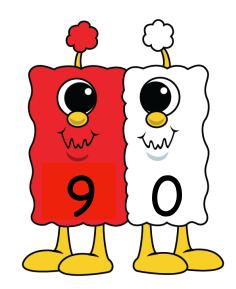






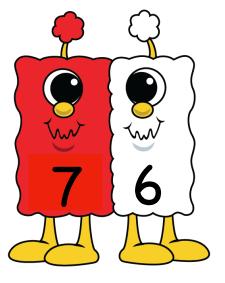


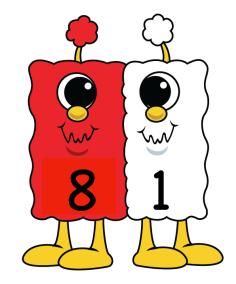


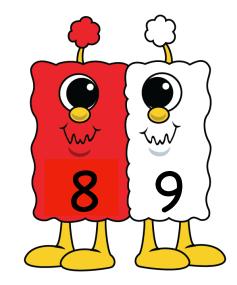


I

1







Jody has 8 more tennis balls than Sophia. Sophia has 4 tennis balls. How many tennis balls does Jody have?

Sentence Form

Jody has _____ tennis balls.

Visual Model

 Who and/or what

 Jody's tennis balls

 Who and/or what

 Sophia's tennis balls

Computation



Ryan has 7 tennis balls. Derrick has 10 tennis balls. How many fewer tennis balls does Ryan have than Derrick?

Sentence Form

Ryan has _____ less tennis balls than Derrick.

Visual Model

Who and/or what		
Ryan's tennis balls		
Who and/or what		
Derrick's tennis balls		

<u>Computation</u>	

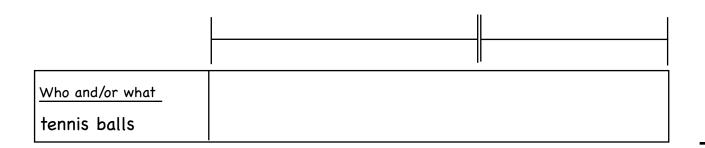


Jamie has 12 tennis balls. She gives some to her brother. Now she has 5 tennis balls left. How many tennis balls did Jamie give to her brother?

Sentence Form

Jamie gave _____ tennis balls to her brother.

Visual Model



<u>Computation</u>		



Jessica has some tennis balls. She gives 8 of them to her friends. She has 3 tennis balls left. How many tennis balls did Jessica have to start with?

Sentence Form

Jessica had _____ tennis balls to her start with,

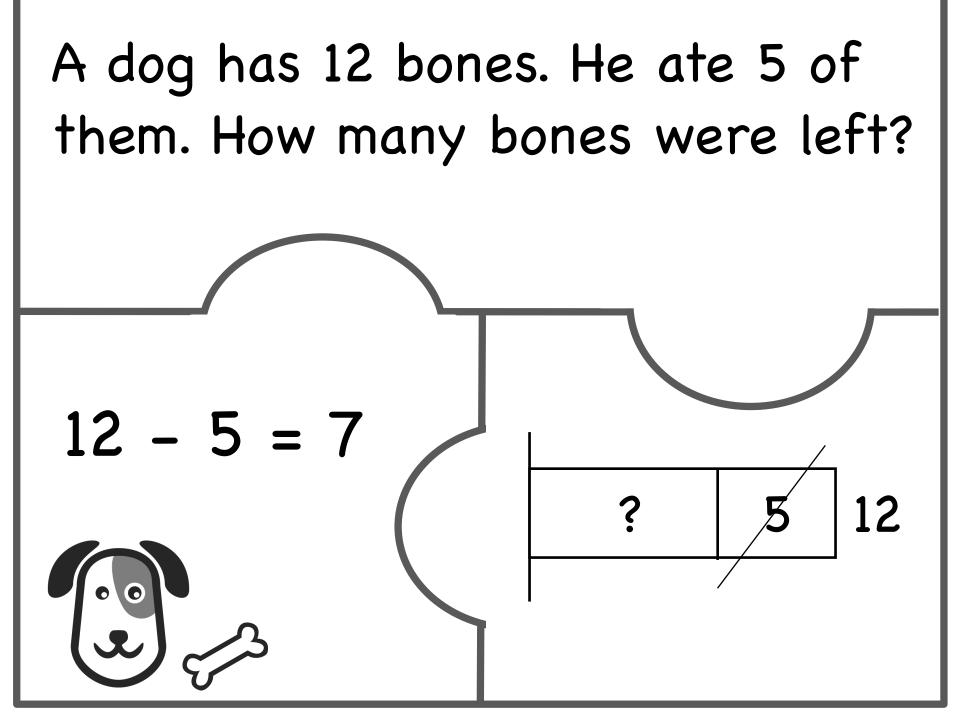
Visual Model



Who and/or what
tennis balls

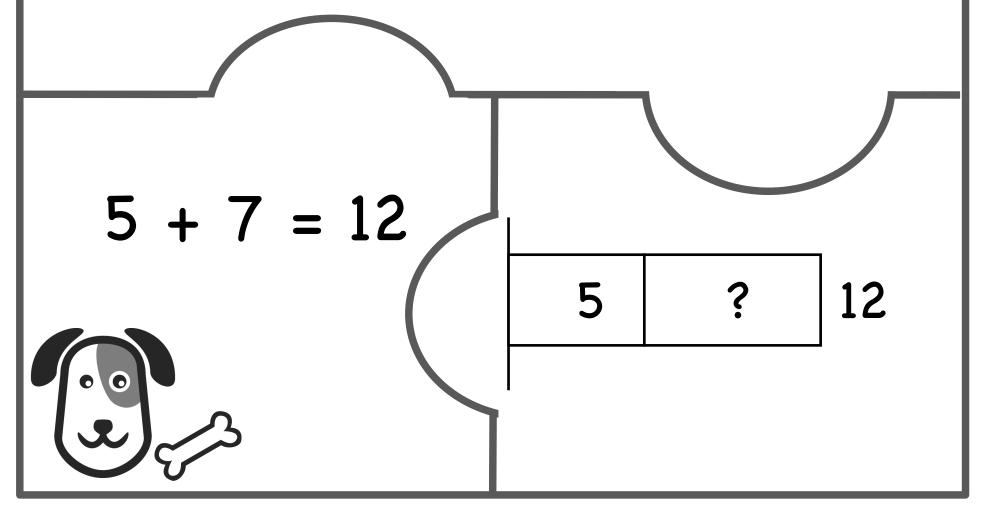
Computation		



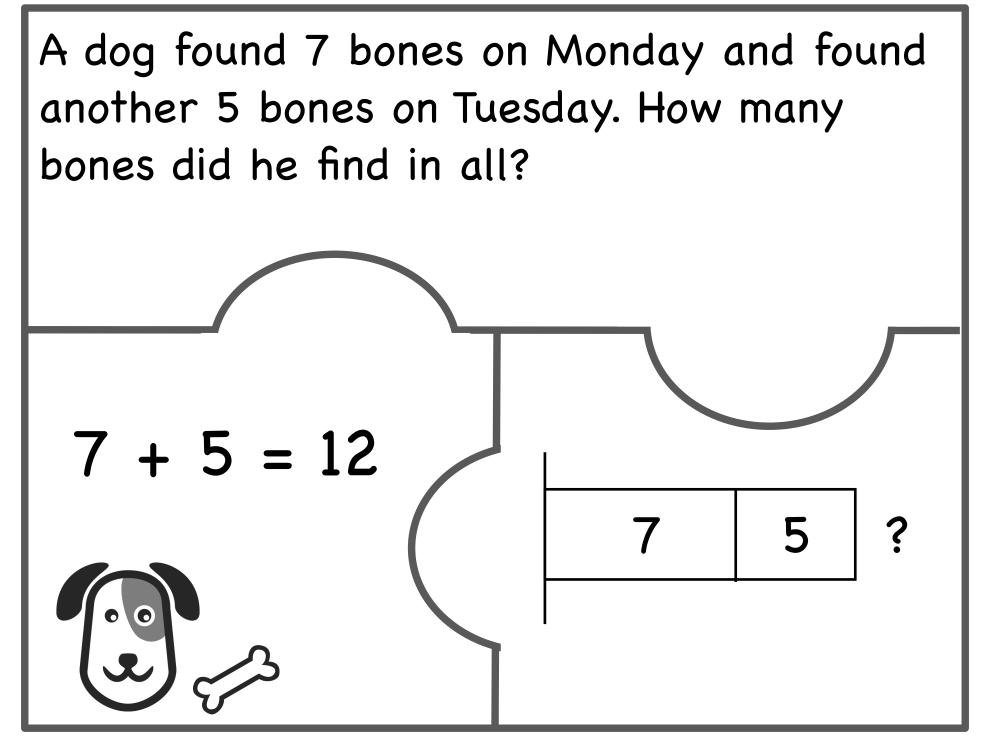


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A dog ate 5 bones for breakfast and then he ate some more for dinner. By the end of the day he'd eaten 12 bones. How many bones did he eat for dinner?



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