

TARGET

PURPOSE

Practice place value

MATERIALS

Deck of cards (may need more than one deck)

HOW TO PLAY

Remove the jokers, jacks and queens from the pack. Use the kings as zero.

Separate children into pairs.

Shuffle the cards and deal 5 cards to each pair

The teacher sets a challenge. (see next page)

Each pair chooses the appropriate number of cards from their 5 cards to try and meet the challenge. e.g. if the challenge is "the largest 3-digit number" the pairs will choose 3 out of their 5 cards and line them up to make a 3-digit number.

The pair who best meets the challenge scores a point. The teacher then gives another challenge and the game continues in the same way.

CHALLENGES

- the largest 3-digit number
- the smallest 4-digit number
- the largest multiple of 3
- the smallest 2-digit even number
- the largest 2-digit odd number
- the number closest to 500
- the even number closest to 800
- the odd number closest to 700
- the largest 3 digit multiple of 5
- three cards with the largest sum
- two cards with the smallest difference
- two 2-digit cards with the greatest sum
- two cards with a product that is greater than 20 but smaller than 40