

# Place Value Version


1	2	3 			6		8 		10
11		13			16	17 			
	22 		24			27		29	30 
31	32 	33		35			38		40
	42	43		44 	46		48		
51	52 			55			58		60
		63	64		66		68		70
	72	73 				77	78 	79	
81		83		85	86 	87			90
91			94 	95		97			100
101	102 	103		105		107 	108	109	110
	112		114		116	117	118 	119	120 

# Race to the Tree – Place Value


Roll a 6-sided dice to move your character each turn. Your goal is to collect the most place value points, before the game ends. The game ends when one player reaches 120 or more. As you land on a token, collect it from a pile of tokens beside your gameboard (printable on the final page).

The player with the most place value points, wins!

If you land on a  , it is worth 1 point. Collect a cookie!


If you land on a  , it is worth 10 points. Collect a candy cane!

If you land on a  , it is worth 100 points. Collect a present!


If you land on a  , it is worth 1000 points. Collect a snowman!

If you land on a  , it is worth 10 000 points. Collect a tree!

After each turn, while your partner rolls, do a quick sketch of your current tokens in your maths book and the number they are worth. Write the number in digits and words. For example:

Tokens	Place Value form	Worded form
	<p>1    <i>uth</i>    2<i>h</i>    1<i>t</i>    0<i>u</i></p> <p>1 2 1 0</p>	<p><i>one</i> <i>thousand</i> <i>two hundred</i> <i>and ten</i></p>

To check the place value, put your tokens in this mini place value chart:

<p>Ten thousands (tth)</p> 	<p>One thousands (uth)</p> 	<p>Hundred (h) "AND"</p> 	<p>Tens (t)</p> 	<p>Ones (u)</p> 

Use this spelling chart to help you spell the number:

0 zero	10 ten	20 twenty
1 one	11 eleven	30 thirty
2 two	12 twelve	40 forty
3 three	13 thirteen	50 fifty
4 four	14 fourteen	60 sixty
5 five	15 fifteen	70 seventy
6 six	16 sixteen	80 eighty
7 seven	17 seventeen	90 ninety
8 eight	18 eighteen	hundred
9 nine	19 nineteen	thousand

**Tip!** Use this website to check your worded form:  
<https://lingojam.com/NumbersToWords>

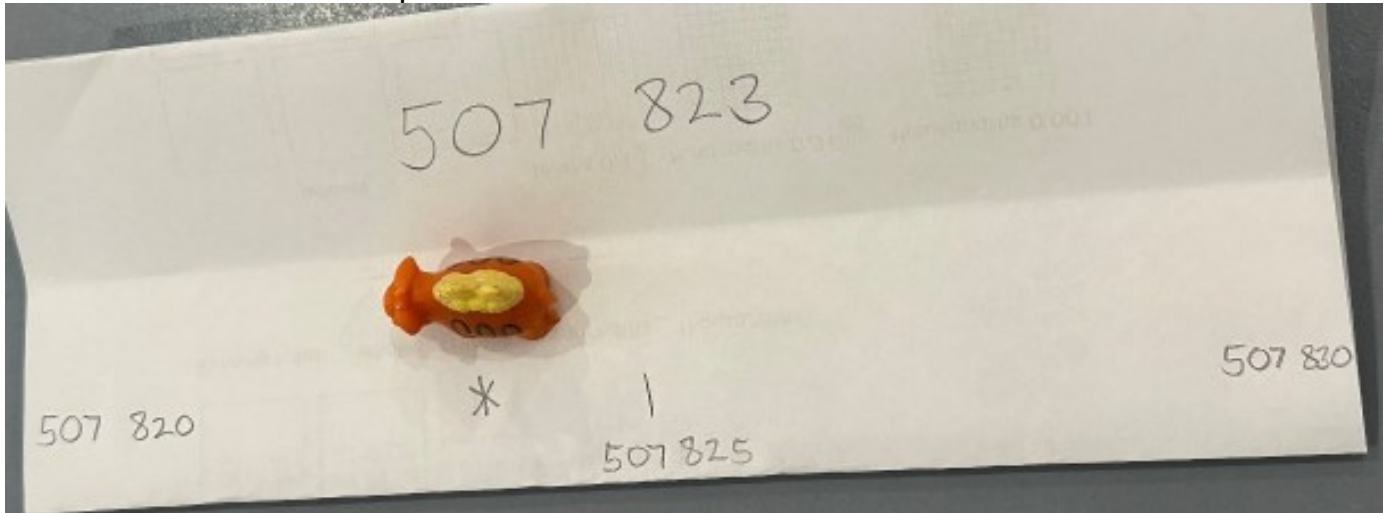
Place value tokens



Support: Remove tokens that students are not ready for yet, potentially focusing on the hundreds, tens and ones, or only tens and ones at first. Physically build their running total with place value blocks (MAB) beside the gameboard.

Extension 1: Round your number to the nearest ten, hundred, thousand and ten thousand each turn. Record this in your grid book.

Draw a number line to prove it:



Extension 2: Mentally add your and your partner's number each turn, working out your combined total. Record how you did it in your grid book, but a vertical algorithm is banned – it must be a mental strategy (jump, split, switch/transformation, rounding and adjusting, or another mental strategy). Paper-based strategies don't require you to think – mental strategies are like exercise for your brain!

Extension 3: Mentally work out the difference between your and your partner's number each turn. Record how you did it in your grid book, but a vertical algorithm is banned – it must be a mental strategy (jump back, think addition/jump the gap, transformation such as pump it up or drop it low, round and adjust, or another mental strategy). Paper-based strategies don't require you to think – mental strategies are like exercise for your brain!

Extension 4: Mentally work out how far off your running total is from 100 000, or from one million, each turn.

Extension 5: Use buttons, counters or an extra token to represent hundreds of thousands points. Attempt the above extensions, all while using this extra place value.