

# Unit: 3<sup>rd</sup> – Represent & Compare Whole Numbers

## Lesson: Place Value Review

### Practice Activity: Base 10 Race

#### Materials needed:

- Base 10 Race Gameboard
- Base 10 Blocks
- Dry erase boards/markers/erasers
- 10-sided die (2 die for Race to 1,000)

#### Race to 100 –

On the gameboard, 1 player claims the top row and the other player claims the bottom row.

On the first round, each player rolls the die and builds that number on the game board. For example, if a player rolls a 6 he/she would put 6 blocks in the “ones” column on the game board.

After that, the players take turns rolling the die, adding that amount to the number they are building with blocks on the game board, and trading ones blocks for tens rods as needed. For example:

Round 1: Player 1 rolls a 6 – places 6 blocks in the ones column.

Round 2: Player 1 rolls a 7 – places 7 more blocks in the ones column and then trades 10 of those blocks for a 10’s rod in the tens column for a total of 13.

Players keep a running total of their score on their white boards. 1<sup>st</sup> player to 100 wins.

#### Race to 0 –

Play the same way, except start with a 100’s flat in the hundreds column. Take turns rolling the die and subtracting the amount using the base 10 blocks back down to 100.

#### Race to 1,000 –

Play the same way, except roll 2 10-sided dice for each turn, and the first player to 1,000 wins.

#### Race to 0 –

Play the same way as above except put a 1,000 block in the thousands place and then roll both 10-sided dice and subtract down to 0.