

Box Cars and One-Eyed Jacks

# **PLACE VALUE GAMES**

## **Grades K - 2**

JANE FELLING

NCTM

ATLANTIC CITY, NJ

OCTOBER 22-23, 2015

jane@boxcarsandoneeyedjacks.com  
phone 1-866-342-3386 / 1-780-440-6284

fax 1-780-440-1619

 [boxcarsandoneeyedjacks.com](http://boxcarsandoneeyedjacks.com)

 [BoxCarsEduc](#)

 [BoxcarsEducation](#)

FOR ELECTRONIC COPY OF HANDOUT WITH  
MORE GAMES & RULES PLEASE EMAIL  
[handouts@boxcarsandoneeyedjacks.com](mailto:handouts@boxcarsandoneeyedjacks.com)

# FLIPPIN' OUT

000	100	200	300	400	500	600	700	800	900	1000
00	10	20	30	40	50	60	70	80	90	100

Hundreds

Tens

Ones

Hundreds

Tens

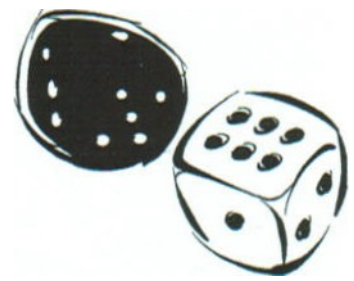
Ones

--	--	--	--	--	--

**Player One**

**Player Two**

# Betweeners



<i>Roll</i>	<i>Least</i>	<i>Between</i>	<i>Greatest</i>
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

1. Three players, each need the same type of dice.
2. Each player rolls their dice.
3. Players arrange the three numbers: *Least, Between, Greatest*.
4. *Between* WINS the round and scores one point
5. Record the rolls.
6. In the event of a tie, no points are awarded.

## ***Star 99 / Two Digit Scramble***

00 - 09 \_\_\_\_\_  
10 - 19 \_\_\_\_\_  
20 - 29 \_\_\_\_\_  
30 - 39 \_\_\_\_\_  
40 - 49 \_\_\_\_\_  
50 - 59 \_\_\_\_\_  
60 - 69 \_\_\_\_\_  
70 - 79 \_\_\_\_\_  
80 - 89 \_\_\_\_\_  
90 - 99 \_\_\_\_\_

00 - 09 \_\_\_\_\_  
10 - 19 \_\_\_\_\_  
20 - 29 \_\_\_\_\_  
30 - 39 \_\_\_\_\_  
40 - 49 \_\_\_\_\_  
50 - 59 \_\_\_\_\_  
60 - 69 \_\_\_\_\_  
70 - 79 \_\_\_\_\_  
80 - 89 \_\_\_\_\_  
90 - 99 \_\_\_\_\_

## ***Fill in frenzy / Three Digit Scramble***

000 - 099 \_\_\_\_\_  
100 - 199 \_\_\_\_\_  
200 - 299 \_\_\_\_\_  
300 - 399 \_\_\_\_\_  
400 - 499 \_\_\_\_\_  
500 - 599 \_\_\_\_\_  
600 - 699 \_\_\_\_\_  
700 - 799 \_\_\_\_\_  
800 - 899 \_\_\_\_\_  
900 - 999 \_\_\_\_\_

000 - 099 \_\_\_\_\_  
100 - 199 \_\_\_\_\_  
200 - 299 \_\_\_\_\_  
300 - 399 \_\_\_\_\_  
400 - 499 \_\_\_\_\_  
500 - 599 \_\_\_\_\_  
600 - 699 \_\_\_\_\_  
700 - 799 \_\_\_\_\_  
800 - 899 \_\_\_\_\_  
900 - 999 \_\_\_\_\_

- ☆ Draw 2 (or 3) cards or roll 2 (or 3) place value dice to make a two (or three) digit number.
- ☆ Player can choose how to set their number and then write the number in the appropriate space on gameboard.
- ☆ If a player cannot use their roll, it counts as a strike and play moves to the next player.
- ☆ The first player to fill all 10 spaces is the winner.

# 100's, 10's AND 1's HORSE RACE

PLAYER  
ONE

PLAYER  
TWO

HUNDREDS

TENS

ONES

HUNDREDS

TENS

ONES


# ROLL ON PLACE VALUE – PRIMARY

		ROLLS			STANDARD FORM		
		HUNDREDS	TENS	ONES	HUNDREDS	TENS	ONES
ROUND ONE	PLAYER ONE						
	PLAYER TWO						
ROUND TWO	PLAYER ONE						
	PLAYER TWO						
ROUND THREE	PLAYER ONE						
	PLAYER TWO						

- ▶ The goal of the game is to create the greatest number.
- ▶ Players take 3 dice for the round.
- ▶ Players take turns rolling a die, placing it into either Hundreds, Tens or Ones and says place value out loud ie. 6 Hundreds = Six Hundred or 6 Tens = Sixty.
- ▶ After 3 rolls, players compare their numbers. The player with the greatest number scores 1 point.

# SUPER SIX SHOWDOWN

PLAYER  
ONE

PLAYER  
TWO

HUNDREDS

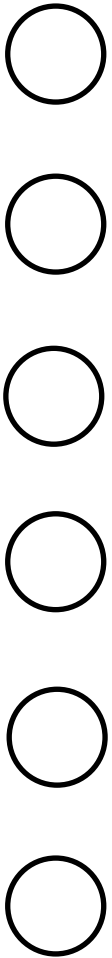
TENS

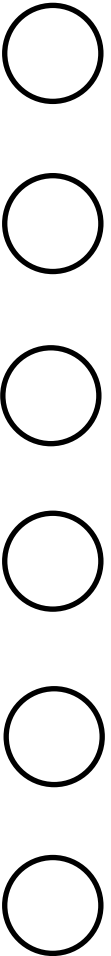
ONES

HUNDREDS

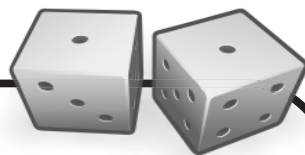
TENS

ONES



# Who's In The Middle?



- LEVEL:** Grade 1 – 3
- SKILLS:** Place value to 100, betweenness
- PLAYERS:** 2
- EQUIPMENT:** 1 deck of cards Ace – 9 (Ace = 1), paper and pencil, 1 – 100 chart

**GETTING STARTED:** Each player draws four cards and makes two two-digit numbers with them. After players have made their numbers, two more cards are turned over to make a new two-digit number. The first card turned over takes the tens place and the second takes the ones place. Player score a point if the new number falls between the two numbers they have made. They may need to use a 1 – 100 chart to determine if they score a point. Making a large spread between their two numbers will help a player score more often. Players continue drawing four new cards, making two new numbers each and drawing new two-digit numbers for comparison. The first player to reach twenty points is the winner.

**VARIATION:** For K – 1 students, play with a deck of cards from Ace – 10 and turn only one card over at a time.

**EXAMPLE:**

6	3
---	---

A	2
---	---

*Player 1 draws Ace, 2, 3 and 6, builds 63 and 12 and scores.*

5	2
---	---

*5 and 2 are drawn and put in the middle as 52.*

4	3
---	---

A	2
---	---

*Player 2 draws Ace, 2, 3 and 4, builds 43 and 12, both lower than 52. No points scored!*