

## Place Value Thousands

**Purpose:** The purpose of this activity is to help your child read and order 4 digit numbers.

### What you need:

- A pack of cards with the picture cards removed (aces count as one).
- A sheet of paper for each player with 3 columns headed hundreds, tens, and ones. The columns need to be big enough to place a playing card in each space.

Thousands	Hundreds	Tens	Ones

### What to do:

- The object of the game is to make the biggest number with 4 cards that have been randomly turned over.
- The cards are placed in a pile, face down in the middle of the table.
- Players take turns to pick one card from the top of the pack, turn it over, and place it in either the thousands, hundreds, tens or ones column. Once a card is placed onto the paper its position cannot be changed.
- Once each player has their four columns filled, players read their numbers and the player with the largest number wins.

### What to expect your child to do:

- Be able to tell you what each digit within a number represents. For example, in the number 4 572, the 7 tells you how many tens are in the number and the 2 tells you how many ones are in the number.
- Be able to read 4 digit numbers accurately.
- Be able to place 4 digit numbers in order, from smallest to largest and vice versa.

## Groupings of 5 in numbers to 50

**Purpose:** The purpose of this activity is to help your child learn the number of groups of 2 in numbers to 20.

**What you need:**

20 small objects like stones, pegs, buttons.

**What to do:**

Give your child a set of small objects. The set can have up to 20 objects in it. Help them to put them into pairs. Ask them how many twos there are. For example in a set of 14 there are 7 groups of two, in a set of 9 there are 4 groups of two.

To start with your child can count the number of twos. As they become more familiar with the idea they could skip count on their fingers. For example the number of twos in 12 can be found by skip counting in twos on your fingers (2, 4, 6, 8, 10, 12) to count the six twos.

Encourage your child to skip count the twos until they can instantly recall the number of twos in numbers up to 20s.

This activity can be practiced with objects around the home. There are 12 socks in the laundry basket. How many pairs is that?

- *How many tea towels can be hung up with 16 pegs? (assuming 2 for each tea towel)*
- *There are 11 biscuits how many people can have 2 each?*

**What to expect your child to do:**

- Initially your child will probably need to count the twos in the number using objects.
- They should progress to skip counting the twos, and then to instantly recalling the answer.

## Rounding to the nearest 100

**Purpose:** The purpose of this activity is to help your child to round numbers to the nearest hundred.

**What you need:**

- Pack of playing cards. Use the Ace as a 1. Remove the 10 card, jack, queen and king.
- Hundreds cards. You can print these or make your own.

**What to do:**

Cut out the hundreds cards and place in a pile face down between the players. Turn over one of the hundreds cards and deal 3 playing cards to each player. The first player to arrange their three cards so they round to the hundreds number wins the round. Ask your child to read their number out loud. Discuss which player, if any, rounds to the hundreds card. The winner takes 3 new playing cards from the pile, and keeps the hundreds cards as a record of the win. If no one wins the round then keep your playing cards but turn over a new hundreds card. If both players can round to the hundreds card then the player whose number is closest to the hundreds card wins. The game continues until all the hundreds cards have been used. The winner is the player who wins the most rounds.

**What to expect your child to do:** To be able to read the numbers correctly. To be able to round to the nearest hundred by recognizing that numbers 50 and over round up and numbers less than 50 round down. For example, 367 and 425 both round to 400.

**Variation:** Deal 3 cards to each player and see who can make the biggest number, smallest number or number closest to 500.

**Hundreds Cards**

100	200	300	400	500
600	700	800	900	

## Guess My Number

**Purpose:** The purpose of this activity is to help your child learn the sequence of numbers up to 1000.

### **What to do:**

Play the “Guess My Number” game:

- One player selects a number between a stated range, for example a number between 1 and 100.
- The other players ask questions to identify the number. For example Is it more than 500? Is it an even number? Is it between 200 and 400? Does it divide by 5 evenly?
- Who can find the number using the least number of questions?
- Avoid asking about specific numbers, for example “is it 27?”, or “is it 36?” until it is obvious that it is correct.

**What to expect your child to do:** Encourage your child to be systematic in their approach, eliminating possibilities as questions are answered.