

Race to 100: At Home

Place Value

From the Developing Number Concepts Series by Kathy Richardson

Goals:

- Organizes into groups of ten
- Tells how many still needed to make a ten and how many would be left over after making a ten
- Counts groups of ten (I have 3 tens)
- Uses their knowledge of tens and ones to determine how many without counting by ones.

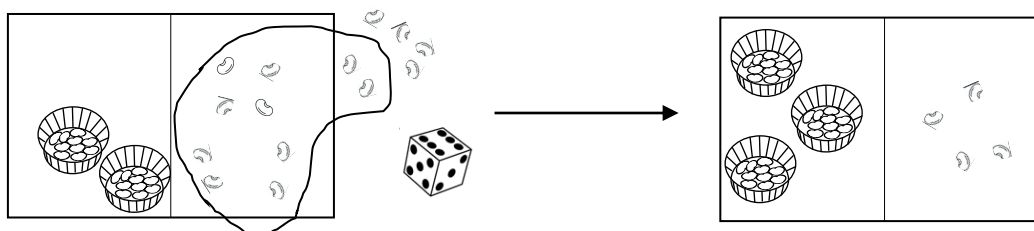
Materials:

- Paper folded in half (the left side is for the tens and the right side is for the ones)
- Cupcake papers
- Beans or other counters
- 1-6 dice or homemade spinner

Procedures:

1. Take turns rolling the die and adding that many beans to the ones side of the board.
2. When a player has enough ones to make a new ten, the beans should be regrouped into a cup of ten.

For example: This child has 28 beans on the place value board. She rolls a 6 and thinks about whether she can make another ten. If she can, she regroups that ten into a new cup of ten and places it in the tens place.



3. The game is over when one person has reached 100.
4. There are two possible ways to end the game.
 - a. The player must roll exactly to make 100 or miss his/her turn.
 - b. The player can roll and have leftover beans.

What to watch for:

- Is the child able to tell how many cubes are on the board at any given time? ("I have 4 tens and 6 ones so I know I have 46. The children will count by tens until they realize they know without counting.")
- Does the child know how many more are needed to make another ten?
- Does the child know how many leftovers there will be when he/she makes a new ten?