

# 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?

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