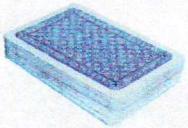
Place Value Winners

A card game to help understand that a ten is worth more than a unit

You need

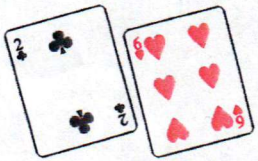
One pack of playing cards
(it doesn't matter if some cards are missing)
Take out the picture cards and jokers

How to Play

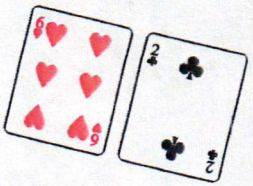


1. Place all the cards in a pile face down on the table.

2. Each player takes two cards from the pile and lays the cards side by side to make a two-digit number.



For example, these two cards could either make 62 or 26 depending on whether you choose to put the 6 in in the tens or the 6 in the units.



3. The person with the largest two digit number gets to keep all four cards.

4. Both players keep turning over two cards each time to make a two digit number. The highest number player keeps those four cards. (If it is a draw, both keep two cards each).

5. The aim of the game is to have the most cards after five minutes of playing.

Questions to think about when you are playing:

Can you see a pattern?
Is it best to put the highest card in the tens or the units side if you want to win?
What would be the best cards you could possibly hope for?
How many of those cards would be in the pack if it was full?