

## Place It Right- Place Value

The object of this version of Place It Right is to make the largest, or smallest, number . Players take turns drawing a 1-9 card (they do not go back in the deck and each number may only be used once).

Both Players record the same digit from the card on their individual recording sheets. Once a digit is recorded, it cannot be changed. After all 4 digits are placed, the player with the largest number value wins.

Variations: Change the number of digits or try and make the smallest number.



Questions for discussion:

Is there a strategy for trying to get the highest (lowest) number? If so, what did you do?

Does it make a difference that you can only use a digit once? Why or why not? How might the game change if you can use the digit more than once?

(over for recording sheet)

**Player One**

Round 1

--	--	--	--

Round 2

--	--	--	--

Round 3

--	--	--	--

Round 4

--	--	--	--

**Player Two**

--	--	--	--

--	--	--	--

--	--	--	--

--	--	--	--