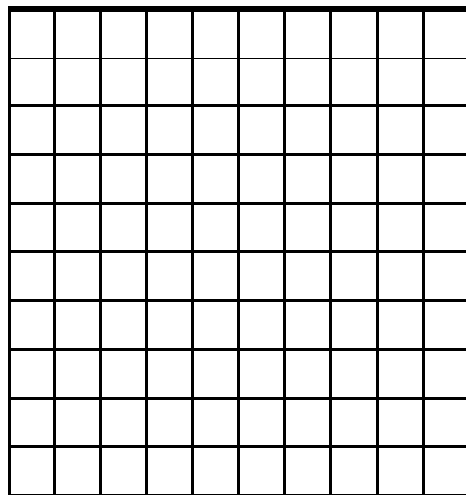




Trading Game Instructions

hundreds
tens
units



Goals: To develop understandings about base 10 concepts—regrouping units into 10s, 10s into 100s.

Use: Each player has a trading board (either elephants, trucks, ships, trains or cargo). Use a base 10 set — units, tens and hundreds blocks — and a 1-6 die or a 1-10 die.

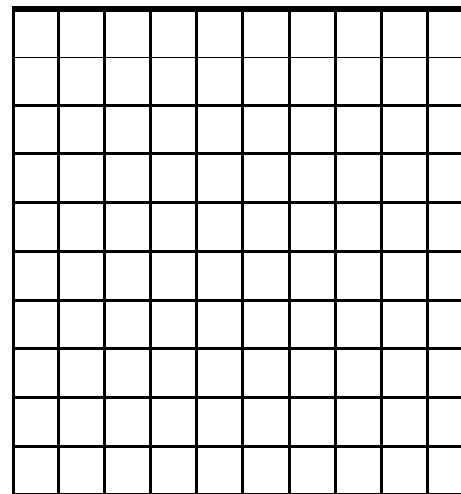
Instructions: Take turns to roll the die and collect the appropriate number using the base 10 blocks. When 10 units have been collected, they are traded for 1 ten rod. When 10 ten rods have been collected, they are traded for 1 hundred flat. The first player to make 100 is the winner.

Variation 1: Can be played until 10 flats are collected (to make 1000).

Variation 2: Play in reverse, and practise the concept of decomposition (subtraction with base 10 numbers). Start with 100 and break it down into 9 tens and 9 units to subtract each time the die is rolled. As play continues, more tens have to be traded down to units. The winner is the first to get to 0.

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Making 3 digit numbers



Hundreds	Tens	Units
2	4	6

Goals: To practise making, reading, writing and ordering 3-digit numbers.

Use: 10 sided die with the 10 replaced with by a 0.

Instructions: Take turns to roll the die and on the first turn, make the units digit. Eg. If a 6 is rolled, collect 6 units and write this with a white board marker at the bottom. On the second turn, roll the tens digit and write it. On the third turn, roll the hundreds digit and write it. The player who has made the largest 3-digit number is the winner. * There is a space on the Trading Games boards to write the digits underneath each section.

Variation: The winner is whoever makes the smallest 3-digit number.

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