



HTU

1.0 Place Value Card Flip

Materials you need...

- 0-9 cards x4
- Base ten blocks

Shuffle cards and leave in a pile. Each person takes three cards turning them over one at a time to reveal a number.

Look at Hundreds, tens and units. You could use base ten blocks to represent the numbers.

Biggest number wins.

2.0 Last Number Standing

Materials needed...

- HTU Grid
- 0-9, 00-90, 000-900 dice

Ask each child to write a number in each cell.

Throw the three dice and call the number. If the child has the correct hundreds, tens OR units they can cross them out.

Winner is the first to get three in a row... vertical, horizontal or diagonal.



3.0 Place Value Scavenger Hunt

Materials you need...

- Scavenger hunt card

Fill the first column of the scavenger hunt cards with numbers between 0 and 9.

Ask your child to look through a magazine and cut out numbers where the number in the first column represents Units/Tens/Hundreds/Thousands as shown in the second column. They can then stick them in the third column.

4.0 Place Value Yahtzee

Materials needed...

- Place Value Yahtzee card
- 1-6 dice x3

Each player takes it in turns to throw the three dice. They then arrange the numbers shown to create a three digit number that matches one of the categories on the card. Record this roll. If you can't match any category you can use the chance cell and record anything or if this is not available you need to score zero on one of the other categories.

5.0 HTU Pairs

Materials you need...



- HTU Grid
- 0-9 cards
- 00-90 cards
- 000-900 cards

With the 0-9 cards each pick one. Write this under you H (Hundreds) heading. Replace the cards and each pick another. Write this under the T (Tens) heading. Replaces the cards and each pick one more. Write this under the U (Units) heading.

Now shuffle each set of cards and place them face down grouped as 0-9, 00-90, 000-900 cards. You need to find the number you have made partitioned into $H + T + U$.

6.0 Zero Place Value

Materials you need...

- HTU Grid
- 1-9 cards x4
- 0 card per player
- Smallest/largest cards x4
- Base 10 materials

Each player is given a zero card. The 1-9 cards are shuffled. Each player takes another two cards each. The smallest/largest cards are shuffled and the top card is flipped. They use the two number cards plus their zero card to create a HTU number. They want to aim to be small/large dependent on the card chosen. The zero can not be placed in the hundreds place.



Largest/smallest wins that round. They win all the number cards played that round.

The overall winner is the player with the most cards after all the cards are played.



1

2

3

4

5

6

7

8

9

0



10

20

30

40

50

60

70

80

90

00



100

200

300

400

500

600

700

800

900

000



H

T

U

H	T	U



Number	Place Value	Example Found
	Units	
	Tens	
	Hundreds	
	Thousands	
	Units	
	Tens	
	Hundreds	
	Thousands	



	SCORE
Has a 1 in the units	
Has a 2 in the tens	
Has a 3 in the hundreds	
Has a 4 in the units	
Has a 5 in the tens	
Has a 6 in the hundreds	
Same digit in two places (UT, UH or TH)	
Same digit in the units, tens and hundreds	
Chance	
TOTAL	



Smallest	Largest
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