



Further Place Value Games

1.0 HTU Pairs

Materials you need...

- HTU Grid
- HTh-TTh-Th H-T-U Grid
- 0-9 cards
- 00-90 cards
- 000-900 cards
- 0000-9000 cards

This can be played as ThHTU or HTU.

With the 0-9 cards each pick one. Write this under the Th (Thousands) heading. Replace the card and pick another. Write this under you H (Hundreds) heading. Replace the cards and each pick another. Write this under the T (Tens) heading. Replace 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, 0000-9000 cards. You need to find the number you have made partitioned into Th + H + T + U.

2.0 Last Number Standing

Materials you need...

- HTU or (HTh-TTh-Th H-T-U) Grid
- 0-9, 00-90, 000-900, 0000-9000 dice (or cards)



Ask each child to write a number in each cell of the grid.

Throw the three (or four) dice and call the number (or pick a card from each pack). If the child has the correct (thousands), hundreds, tens OR units they can cross them out.

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

3.0 Place Value Card Flip

Files to print...

- 0-9 cards x4

Shuffle the cards and leave in a pile. Each person takes 3 to 7 cards (dependent on what place value you are working on!). Turn them over one at a time to reveal a number.

Biggest number wins.

4.0 Place Value Yahtzee

Materials needed...

- Place Value Yahtzee card
- 1-6 dice (3 needed)
- Or 0-9 dice (between 4 to 7 dice needed)

Each player takes it in turns to throw all the dice. They then arrange the numbers shown to create a multi 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 Power of 10

Materials you need...

- 1-6 dice

Take turns to throw the dice and create your power of ten value using your throw as your power. Calculate 10 to the power of your throw

eg if you throw 4, calculate 10 to the power 4 ie $10 \times 10 \times 10 \times 10$

Biggest wins.

6.0 Power of 10 more or less

Materials you need...

- Power of ten cards
- 0-9, 00-90, 000-900, 0000-9000 dice (or 0-9 pack of cards x4)
- 1-6 dice

First find your starting value by throwing the power of 0-9 00-90. 000-900 0000-9000 dice or turning over the 0-9 cards to create a number of relevant digit size.

Pick a card from the power of ten pack and throw the 1-6 dice. Create a sequence where the first number is your starting number.



Then add the power of ten card you chose, add it the number of times you threw on the 1-6 dice.

Player with the highest final number in their sequence wins.



H	T	U



Thousands			Ones		
H	T	U	H	T	U



1

2

3

4

5

6

7

8

9

0



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10

20

30

40

50

60

70

80

90

00



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100

200

300

400

500

600

700

800

900

000



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1000

2000

3000

4000

5000

6000

7000

8000

9000

0000



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	SCORE
Has a 0 or 1 or 2 in the units	
Has a 3 or 4 in the tens	
Has a 5 or 6 in the hundreds	
Has a 7 or 8 or 9 in thousands	
Same digit in two places	
Same digit in three places	
Same digit in four places	
Chance	
TOTAL	

	SCORE
Has a 0 or 1 or 2 in the units	
Has a 3 or 4 in the tens	
Has a 5 or 6 in the hundreds	
Has a 7 or 8 or 9 in thousands	
Same digit in two places	
Same digit in three places	
Same digit in four places	
Chance	
TOTAL	



	SCORE
Has a 0 or 1 in the units	
Has a 2 or 3 in the tens	
Has a 4 or 5 in the hundreds	
Has a 6 or 7 in thousands	
Has a 8 or 9 in tens of thousands	
Same digit in two places	
Same digit in three places	
Same digit in four places	
Same digit in five places	
Chance	
TOTAL	

	SCORE
Has a 0 or 1 in the units	
Has a 2 or 3 in the tens	
Has a 4 or 5 in the hundreds	
Has a 6 or 7 in thousands	
Has a 8 or 9 in tens of thousands	
Same digit in two places	
Same digit in three places	
Same digit in four places	
Same digit in five places	
Chance	
TOTAL	



	SCORE
Has a 0 or 1 in the units	
Has a 2 or 3 in the tens	
Has a 4 in the hundreds	
Has a 5 in thousands	
Has a 6 or 7 in tens of thousands	
Has a 8 or 9 in hundreds of thousands	
Same digit in three places	
Same digit in four places	
Same digit in five places	
Chance	
TOTAL	

	SCORE
Has a 0 or 1 in the units	
Has a 2 or 3 in the tens	
Has a 4 in the hundreds	
Has a 5 in thousands	
Has a 6 or 7 in tens of thousands	
Has a 8 or 9 in hundreds of thousands	
Same digit in three places	
Same digit in four places	
Same digit in five places	
Chance	
TOTAL	



	SCORE
Has a 0 in the units	
Has a 1 or 2 in the tens	
Has a 3 in the hundreds	
Has a 4 or 5 in thousands	
Has a 6 in tens of thousands	
Has a 7 or 8 in hundreds of thousands	
Has a 9 in millions	
Same digit in four places	
Same digit in five places	
Chance	
TOTAL	

	SCORE
Has a 0 in the units	
Has a 1 or 2 in the tens	
Has a 3 in the hundreds	
Has a 4 or 5 in thousands	
Has a 6 in tens of thousands	
Has a 7 or 8 in hundreds of thousands	
Has a 9 in millions	
Same digit in four places	
Same digit in five places	
Chance	
TOTAL	



	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	

	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	



10	100
1 000	10 000
100 000	1 000 000