

# Corn Shucks



**Building Fluency:** compare multi-digit numbers

**Materials:** recording sheet, digit cards (or 0-9 die)

**Number of Players:** 2-4

**Directions:**

1. The first player selects 6 digit cards and makes the largest possible six-digit number with those digits.  
Example: cards show these digits: 6, 4, 3, 3, 2, 1, this order makes the largest possible number for those digits.
2. The player writes that number on line 1.
3. The second player selects 6 digit cards and makes the smallest possible number for those digits.
4. The player writes that number on line 10.
5. The next player selects 6 digit cards and must make a number that falls between the other two. They can choose any line to place that number on.
6. The next player selects 6 digit cards and makes a number using those digits that could be placed on an empty line between any two existing numbers.
7. Game continues until a number is correctly placed on each line. (All 10 lines contain a number and they are in the correct order), OR players cannot place a number correctly on any of the empty lines.

**Variation/Extension:** Once students understand the game they can create their own recording sheet in their math notebook. Teacher can modify this game by changing the number of digits or number of lines. This game can also be used for standard 4.NF.7, students make numbers with decimals and compare.

1 \_\_\_\_\_

2 \_\_\_\_\_

3 \_\_\_\_\_

4 \_\_\_\_\_

5 \_\_\_\_\_

6 \_\_\_\_\_

7 \_\_\_\_\_

8 \_\_\_\_\_

9 \_\_\_\_\_

10 \_\_\_\_\_

**0**

**1**

**2**

**3**

**4**

**5**

**6**

**7**

**8**

**9**

**0**

**1**

**2**

**3**

**4**

**5**

**6**

**7**

**8**

**9**

# Digit Ski

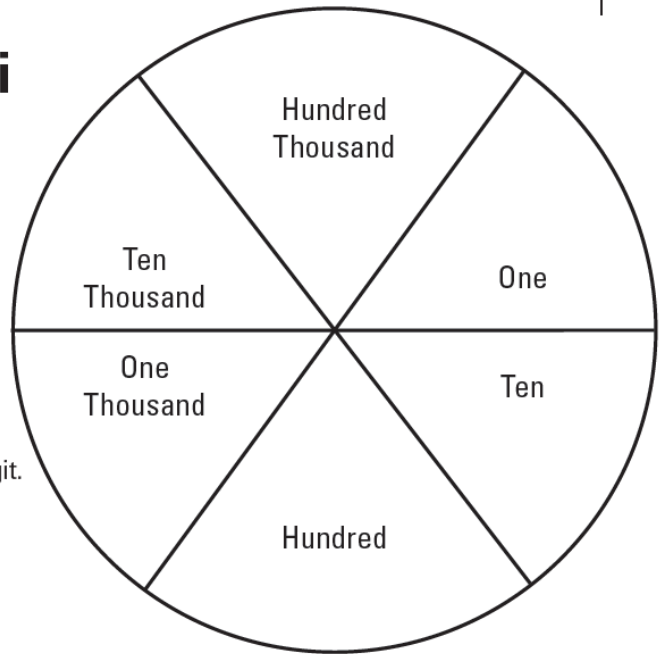
**Building Fluency:** read, write and compare whole digit numbers

**Materials:** number cards, game markers, and a spinner with pencil and small paper clip.

**Number of Players:** 2-4

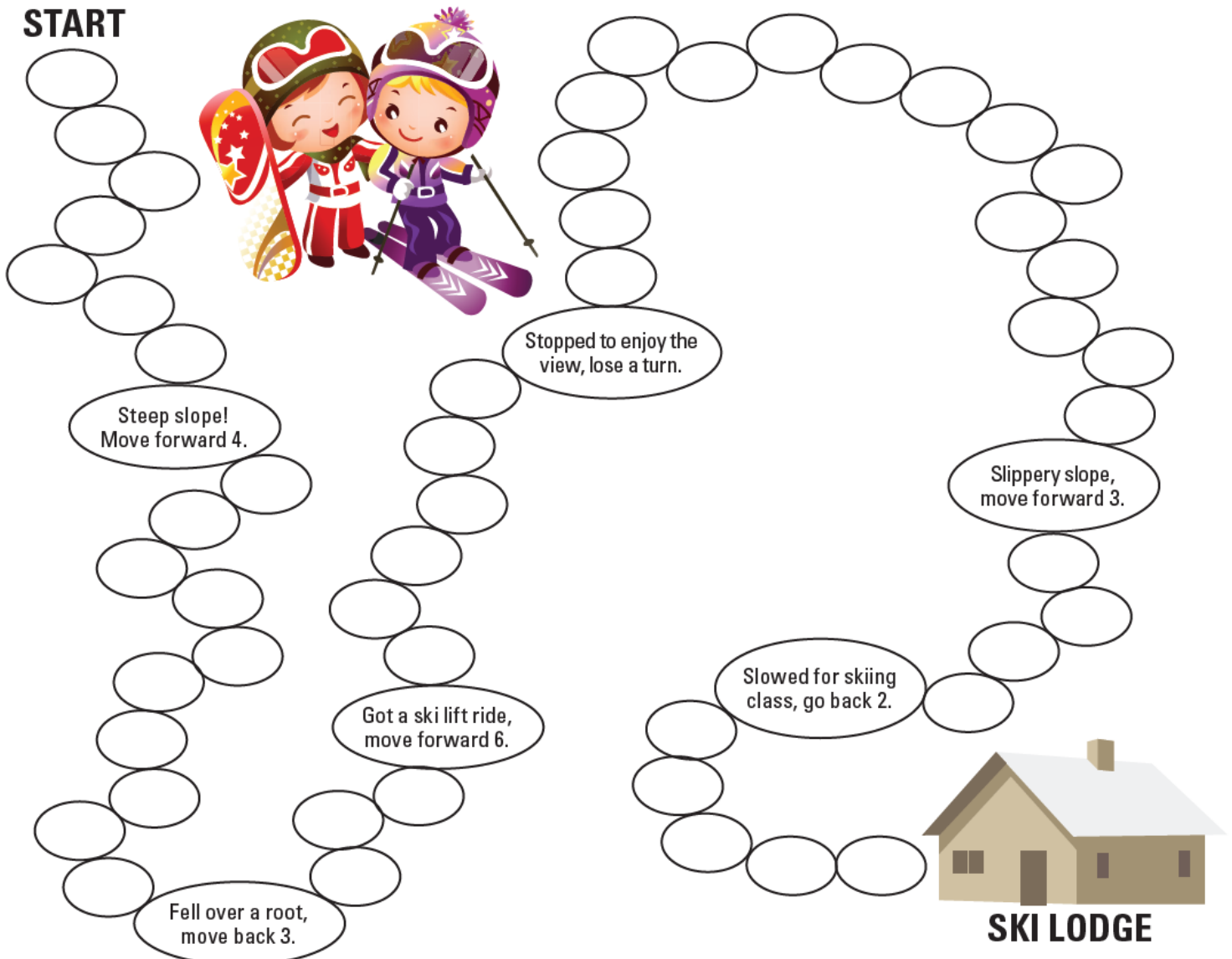
**Directions:**

1. Place number cards face down in a pile.
2. Place markers on start.
3. Take turns, pick the top card from the pile and spin the spinner.
4. Say the digit in the place named by the spinner, and the value of the digit.  
Example: if a 2 is in the ten thousands place, its value is 20,000.
5. If said correctly, move your marker that many spaces.
6. Return the card to the bottom of the pile.
7. If you land on a space with directions, follow them.
8. The winner is the first person to reach the Ski Lodge.



**Variation/Extension:** Students could compare their number to the other players in the game. Player with the highest number gets to move an extra space. Student could modify the game by changing the spinner and using decimals.

## START



<b>793,926</b>	<b>618,334</b>	<b>987,245</b>	<b>825,691</b>	<b>734,518</b>	<b>342,657</b>
<b>232,469</b>	<b>377,821</b>	<b>561,385</b>	<b>483,518</b>	<b>718,746</b>	<b>129,152</b>
<b>123,976</b>	<b>828,030</b>	<b>456,926</b>	<b>100,794</b>	<b>654,447</b>	<b>208,554</b>
<b>983,270</b>	<b>788,300</b>	<b>350,302</b>	<b>608,004</b>	<b>570,112</b>	<b>408,241</b>
<b>251,921</b>	<b>815,384</b>	<b>128,773</b>	<b>629,397</b>	<b>542,789</b>	<b>815,437</b>
<b>647,817</b>	<b>583,561</b>	<b>964,232</b>	<b>433,816</b>	<b>196,528</b>	

# Appalachian Steps

**Building Fluency:** read multi-digit whole numbers

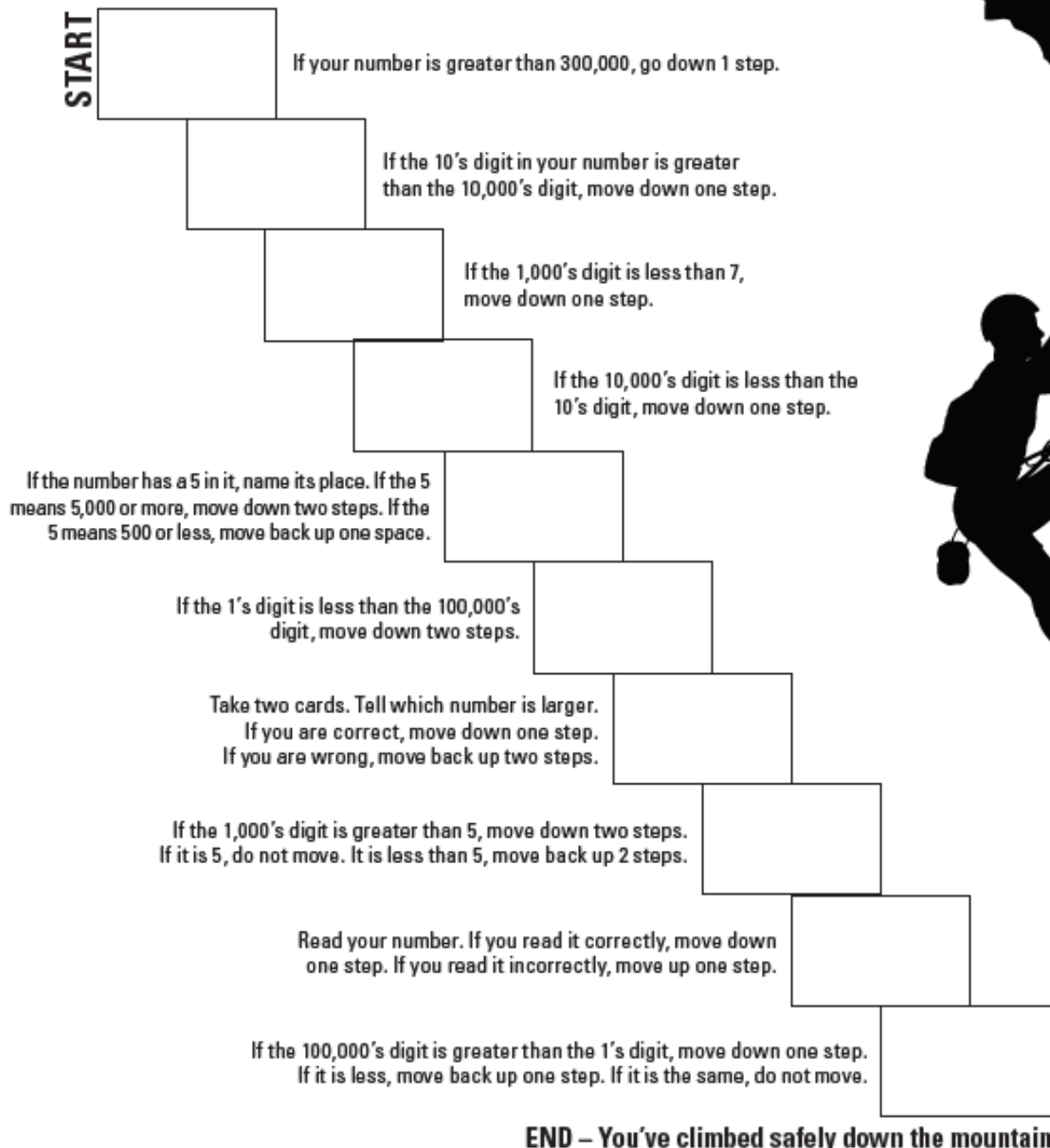
**Materials:** number cards and game marker for each player

**Number of Players:** 2

**Directions:**

1. Put the number cards face down in a pile and place the markers on start.
2. When it is your turn, pick a digit card from the top of the pile and read the directions beside the step you are on.
3. Move up or down as directed. Do not move if you cannot follow the directions.
4. Put the card on the bottom of the pile.
5. Continue taking turns until someone reaches the END. This person is the winner of the game.

**Variation/Extension:** Students can create their own gameboard.



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# Becca's Battle

**Building Fluency:** rounding multi-digit whole numbers

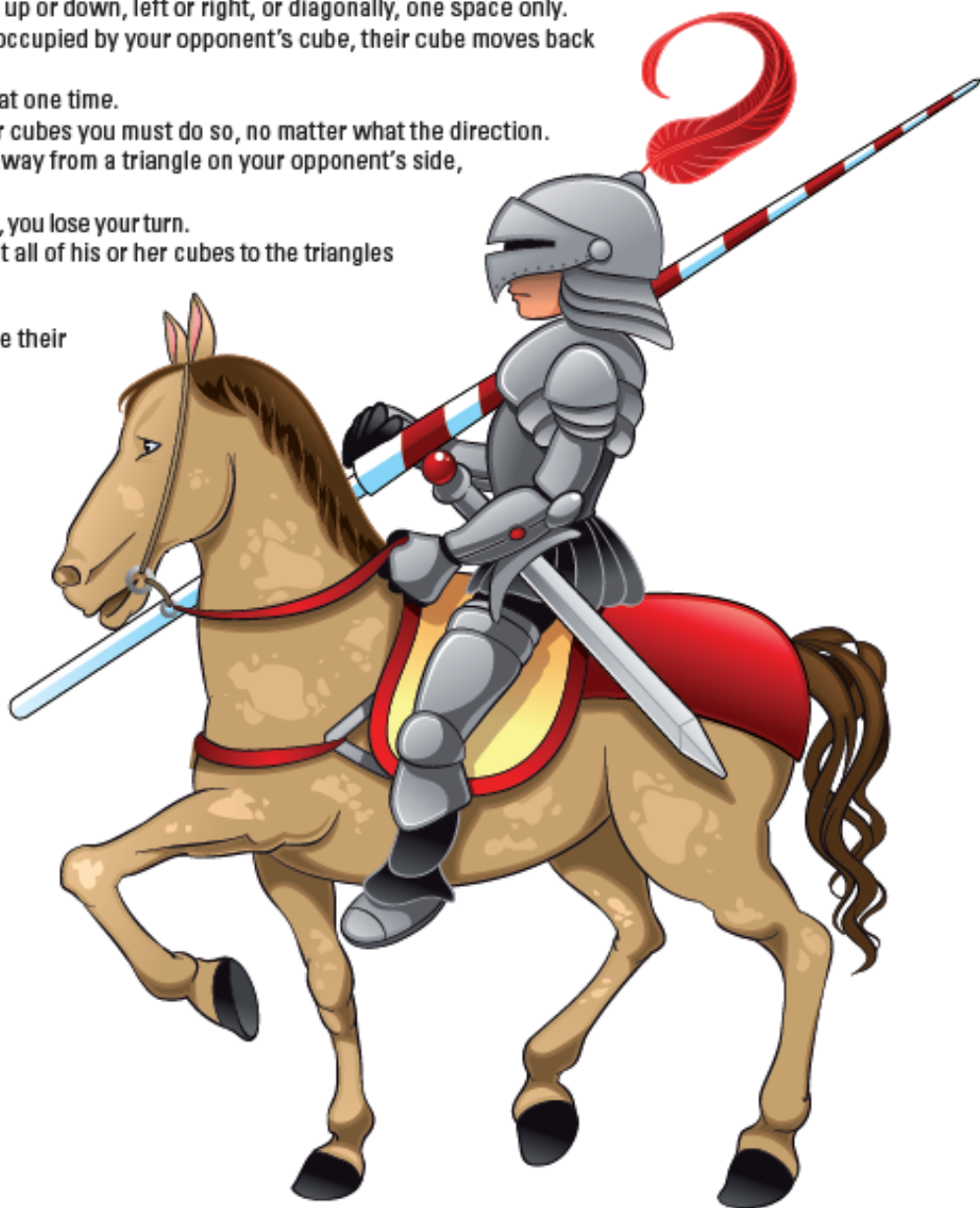
**Materials:** number cards, 5 cubes per player

**Number of Players:** 2

**Directions:**

1. Each player chooses one side of the board and places her or his five game pieces on the 5 triangles on that side.
2. Player 1 chooses a game piece and moves it forward one space in any direction (straight, left, or right.)
3. Player 1 then draws the top card from the Number Card pile. The player must round the number shown on the card to the place value they landed on.  
Example: if the player landed on the 100 space and drew the card 734,518, they must round that number to the nearest hundreds (100's) place; so the answer would be 734,500.
4. Player 2 checks Player 1's answer. If Player 1 answered correctly, they may stay on that space. If they answered incorrectly, Player 1 must move back to their previous space.
5. Player 2 then takes a turn, repeating the previous steps.
6. Players continue to take turns moving one space, drawing a card, and rounding the number on the card to the place value they landed on. Players may move up or down, left or right, or diagonally, one space only.
7. If your cube can move to a space occupied by your opponent's cube, their cube moves back to a beginning triangle.
8. Only one cube may be on a space at one time.
9. If you are able to move one of your cubes you must do so, no matter what the direction. If the only move you can make is away from a triangle on your opponent's side, you must make that move.
10. If you have no move within the rules, you lose your turn.
11. The winner is the first player to get all of his or her cubes to the triangles on the other side of the board.

**Variation/Extension:** Students can create their own gameboard and number cards



<b>S</b>	<b>T</b>	<b>A</b>	<b>R</b>	<b>T</b>
10,000	Ten	100,000	One Hundred	One's
One Hundred Thousand	1	1,000	Ten Thousand	10
One Hundred	1,000	Ten	One's	100,000
1,000	10,000	100	10	One Thousand
One's	100,000	Ten Thousand's	One Hundred Thousand	100
10	100	1	One Thousand	Ten Thousand's
<b>S</b>	<b>T</b>	<b>A</b>	<b>R</b>	<b>T</b>



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# Climbing Chimney Rock

**Building Fluency:** adding multi-digit whole numbers

**Materials:** pencil, paper, and 11 markers per player

**Number of Players:** 2

**Directions:**

1. To climb Chimney Rock, add two or more of the numbers located in the cloud above the rock.
2. If the sum results in one of the totals on your path, you may place a chip on that number.
3. The first player to cover all numbers on the path wins or the player who has the most numbers covered when time is up wins.

**Variation/Extension:** Teacher may modify this game to decreasing or increasing the multi-digit number. Students could create a gameboard using the operation of subtraction.

The game board is set against a blue mountain landscape background. At the top, a white cloud contains the numbers 126, 427, 246, 589, 389, and 865. Below the cloud are two vertical paths of numbers. The left path is labeled 'PLAYER 1' and the right path is labeled 'PLAYER 2'. Each path contains 11 numbers, with the last cell containing the player's name.

942	515
991	1254
1016	816
553	835
1111	1292
761	715
372	1454
673	635
1418	1405
1380	1843
1681	1500
<b>PLAYER 1</b>	<b>PLAYER 2</b>

# Valuable Digits!!

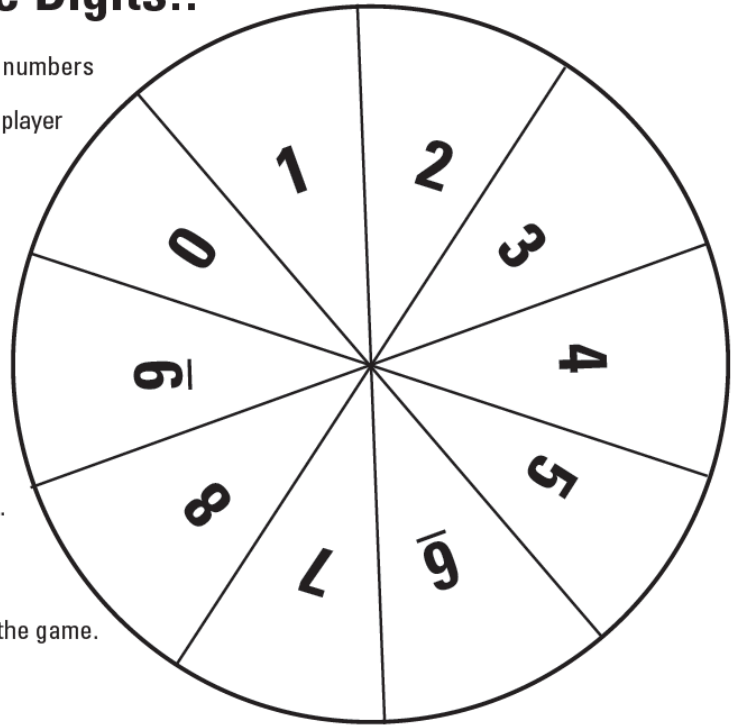
**Building Fluency:** review of place value and add multi-digit whole numbers

**Materials:** spinner with paperclip and pencil, paper, game marker per player

**Number of Players:** 2-4

**Directions:**

1. Each player puts a marker on any number on the board.  
This is the starting space.
2. Player 1 spins the spinner.
3. They can move one space in any direction (vertically, horizontally, or diagonally) but they must move to a space that contains the number shown by the spin.  
Example: If a player spins a "7" and the player's marker is on 5976, the player can move to 7890. The score for that spin would be 7000 since the "7" is in the thousand's place.
4. If a player cannot move after their spin, the player should record 0 score for that spin.
5. Players take turns until each player has five spins.
6. Players' total scores, the player with the highest score wins the game.



**Variation/Extension:** Player with the lowest score wins.

<b>3861</b>	<b>7590</b>	<b>3546</b>	<b>2968</b>	<b>5371</b>
<b>7846</b>	<b>4289</b>	<b>1789</b>	<b>4709</b>	<b>6530</b>
<b>1527</b>	<b>6849</b>	<b>4285</b>	<b>3691</b>	<b>1824</b>
<b>3784</b>	<b>2968</b>	<b>1043</b>	<b>5976</b>	<b>4765</b>
<b>4095</b>	<b>3289</b>	<b>6453</b>	<b>7890</b>	<b>1289</b>
<b>5862</b>	<b>3724</b>	<b>5914</b>	<b>2639</b>	<b>6540</b>

**PLAYER 1**

SPIN 1	
SPIN 2	
SPIN 3	
SPIN 4	
SPIN 5	
<b>TOTAL</b>	

**PLAYER 2**

SPIN 1	
SPIN 2	
SPIN 3	
SPIN 4	
SPIN 5	
<b>TOTAL</b>	

**PLAYER 3**

SPIN 1	
SPIN 2	
SPIN 3	
SPIN 4	
SPIN 5	
<b>TOTAL</b>	

**PLAYER 4**

SPIN 1	
SPIN 2	
SPIN 3	
SPIN 4	
SPIN 5	
<b>TOTAL</b>	