

# PLACE VALUE ELEMENTARY FOLDER GAMES

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## Targets standards in these areas:

- **Number & Operations in Base Ten**
- **Mathematical Practice**

For full description, see page 2.

## What's Included

- 10 activity folders
- 10 storage pouches with manipulatives
- 10 answer cards
- Flip-top storage box
- Reproducible assessment (on page 3 of this guide)
- Reproducible versions of game pieces (on pages 4–8 of this guide)

## Before You Begin

- To set up the folder games, place the game pieces and answer cards in their corresponding storage pouches. (The pieces are color-coded to match the pouches and folders.) Place the pawn in the Around the World pouch. You will also need to attach one spinner each to the Around the World folder, and two spinners to the Up We Go! folder. Simply snap the front and back of each spinner together through the hole in the folder. Slip the pouches inside their folders in the storage box, and your folder games are ready to use!
- **Note:** For your convenience, reproducible versions of the game pieces are included on pages 4–8 of this guide. If any of the tokens for the Around the World or Up We Go! folders are lost, you can either photocopy the reproducible version or use plastic chips instead.

## About the Folder Games

Ten easy-to-play folder games provide independent, hands-on practice with place value. Each folder includes materials and simple, illustrated instructions for an engaging, focused activity—plus a bonus activity to reinforce the new concept. You can set the games in your math center and have students rotate through them, or invite students to select games to play on their own at their desks. However you use them in your classroom, these folder games are a great way to boost students' math skills!

## Getting Started

Before students play the games on their own, be sure to model each one. Invite volunteers to help you. Select a folder and point out that the front of the folder shows the materials students need. Next, read the instructions together. Remind students to look at the illustrations to make sure they understand what to do. Have volunteers take turns playing the game and prompt them to check their work with the answer card.

## Assessment

- An assessment can be found on page 3 of this guide. The assessment can be used as a pre-assessment tool to identify which folders students should be able to work on independently. It can also be used to identify which skill sets students need to develop further before they play the games independently.
- As a post-assessment tool, the questions can be used to check student understanding and record student progress. Each question on the assessment corresponds to a skill covered in a specific folder. See page 2 for a complete listing.

## Folder Skills

Folder	Skill
Around the Rink	Place Value to 100,000
Climb the Mountain	Comparing & Ordering Numbers
It's a Mystery!	Expanded Notation & Numbers in Word Form
Corner Pocket	Rounding Whole Numbers
Hurdle Challenge	Multi-Digit Place Value
Leapfrog	Ordering Decimals on a Number Line
Comedy Club	Decimals in Expanded Notation and Word Form
Around the World	Multiplying by Powers of 10
Robot Factory	Rounding Decimals
Up We Go!	Decimals & Place Value

# Standards Correlation

Folder(s)	Number & Operations in Base Ten
Hurdle Challenge	Recognizing that a digit in one place represents <b>ten times</b> what it represents in the place to its right
Around the Rink; Climb the Mountain; It's a Mystery!	Reading and writing <b>multi-digit whole numbers in number, name, and expanded form</b> ; <b>comparing</b> two multi-digit numbers based on meanings of the digits in each place, using $>$ , $=$ , and $<$
Corner Pocket	Using place value understanding to <b>round</b> multi-digit numbers to any place
Up We Go!	Recognizing that a digit in one place represents <b>10 times</b> as much as it represents in the place to its right <b>and 1/10</b> of what it represents in the place to its left
Around the World	Explaining patterns in the number of zeros of the product when multiplying a number by <b>powers of 10</b> , and explaining patterns in the placement of the decimal point when a decimal is multiplied or divided by a power of 10. Using whole-number exponents to denote powers of 10.
Comedy Club	Reading and writing <b>decimals</b> to thousandths in <b>number, name, and expanded form</b>
Leapfrog	<b>Comparing two decimals</b> to thousandths based on meanings of the digits in each place, using $>$ , $=$ , and $<$
Robot Factory	Using place value understanding to <b>round decimals</b> to any place
Folder(s)	Mathematical Practice
Around the Rink; Climb the Mountain; It's a Mystery!; Corner Pocket; Hurdle Challenge; Leapfrog; Comedy Club; Around the World; Robot Factory; Up We Go!	Making sense of problems and persevering in solving them
Around the Rink; Corner Pocket; Hurdle Challenge; Comedy Club; Around the World; Robot Factory; Up We Go!	Attending to precision

## Assessment Answers

- |                         |                        |               |              |
|-------------------------|------------------------|---------------|--------------|
| 1. C. 53,102            | 3. fifty-two thousand, | 5. C. 430,000 | 8. B. 51,000 |
| 2. C. 1,999 2,100 2,210 | six hundred forty-five | 6. B. 41.4    | 9. 15.49     |
| 4. C. 51,600            | 7. B. 3.01 3.12 30.12  | 10. C. 0.006  |              |

## Meeting Individual Needs

### ELL

Review any unfamiliar vocabulary before students begin the game. Then have students create a flash card for each of the 10 topics covered in the set. Have them label each card with the name of the folder that covers that topic. On the cards, students can record information about the topics. For example, the Around the Rink folder covers place value to 100,000. On the flash card for that folder, students could create a chart with a column for each place value from ones to hundred thousands. Give students sample numbers and have them put the numbers on the chart with each numeral in the correct column. Or students could show a sample problem on the flash card. Select a problem from the game. Write the problem on chart paper or a write & wipe board. Walk students through the steps to solve the problem and have them record their work on the flash card. Students can keep these cards in an envelope or on a binder ring and use them for reference when playing the games.

### Reteach/Extra Support

- Work with students in small groups or one-on-one. Read through the three-step illustrated instructions on a selected folder together. Then model the activity. Make sure students have a clear understanding of game play.
- Review the concepts of place value and rounding. Give students a copy of a place value chart to use as a reference when playing related games.
- Review place value with decimals. Have students create their own set of decimal cards to practice comparing and ordering decimals. First, have students copy decimals from the Leapfrog or Comedy Club games onto index cards. Then, prompt students to practice putting the cards in order from least to greatest.
- Invite students to play one of the games with a partner. Have students take turns placing game pieces or solving problems.

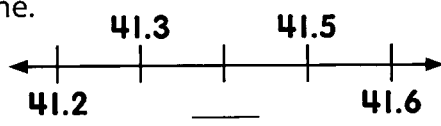
### Challenge

- Have students complete the bonus activity on the front of each folder.
- Have students create and solve additional problems similar to the ones found in each folder.
- Have students time themselves each time they play the game. Have them graph or record the data to see if their time improves.

Name \_\_\_\_\_ Date \_\_\_\_\_

# PLACE VALUE

- 1** Which number has a 3 in the thousands place and a 2 in the ones place?  
 A. 2,002  
 B. 3,120  
 C. 53,102

- 6** Circle the number that is missing from the number line.
- 
- A. 4.4  
 B. 41.4  
 C. 4.40

- 2** Which set of numbers is in order from least to greatest?  
 A. 7,749 7,947 7,497  
 B. 6,728 3,751 1,753  
 C. 1,999 2,100 2,210

- 7** Which set of numbers is in order from least to greatest?  
 A. 9.02 9.3 .92  
 B. 3.01 3.12 30.12  
 C. 111 11.1 1.11

- 3** Write 52,645 in word form.
- \_\_\_\_\_
- \_\_\_\_\_

- 8**  $51 \times 10^3$   
 A. 510,000  
 B. 51,000  
 C. 5,100

- 4** Round 51,647 to the nearest hundred.  
 A. 50,000  
 B. 52,000  
 C. 51,600

- 9** Round 15.485 to the nearest hundredth.
- \_\_\_\_\_

- 5**  $43 \times 10,000$   
 A. 4,300  
 B. 43,000  
 C. 430,000

- 10**  $6 \div 1000$   
 A. 6,000  
 B. 0.6  
 C. 0.006

### FOLDER 1 - AROUND THE RINK

6,879	608,325	972,411	2,222
260,989	77,654	95,237	1,002
599,055	39,000	313,008	12,166
8,990	4,343	50,543	124,712

### FOLDER 3 - IT'S A MYSTERY!

0	0	1	1	1	2	2	2	3	3
3	3	4	4	4	4	4	4	5	5
5	5	5	6	6	6	6	6	7	7
8	8	8	8	8	9	9	9	9	9

### FOLDER 2 - CLIMB THE MOUNTAIN

Yellow Cards

Red Cards

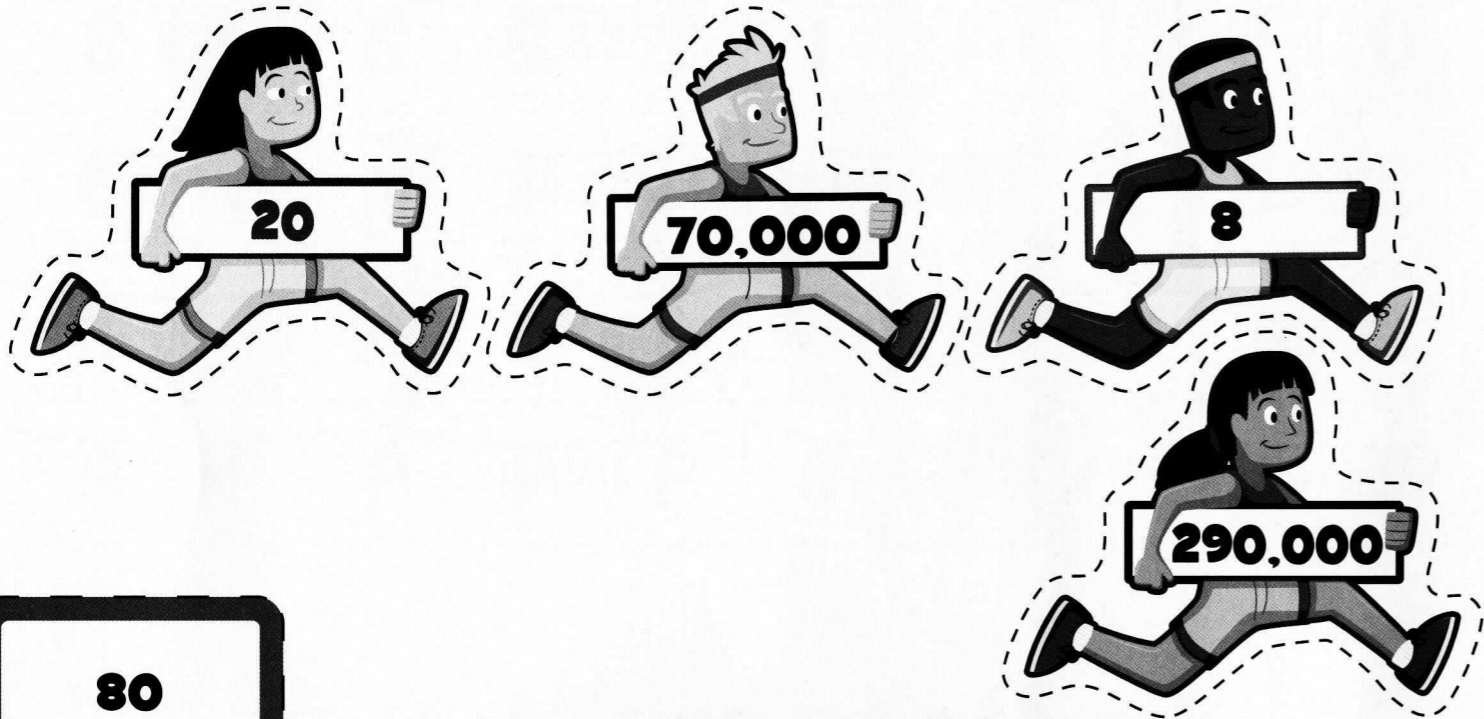
Purple Cards

1,234	4,011	8,089
1,254	4,110	8,189
1,342	4,539	8,819
1,432	4,779	8,908
1,798	4,977	8,981
1,978	4,997	8,998

### FOLDER 4 - CORNER POCKET

45,000	46,000	300,000	850,000	81,000
50,000	520,000	900,000	51,000	500,000
80,000	120,000	80,200	100,000	290,000

### FOLDER 5 - HURDLE CHALLENGE



80				
800	8,000	80,000	7	70
700	7,000	29	290	2,900
29,000	200	2,000	20,000	200,000

### FOLDER 6 - LEAPFROG

25.1	16.36	7.007	25.3	16.38	7.009	25.5	16.40
7.011	25.7	16.42	7.013	25.9	16.44	7.015	

### FOLDER 7 - COMEDY CLUB

400.041	40.4	275.005	2,700.5
509.5	59.05	0.59	0.059
0.251	0.31	0.7	0.07
34.234	340.9	490.75	49.075
67.018	6.718	0.349	0.671
0.049	0.075	0.75	0.13

Red



Blue



Green



Purple

