

PLACE VALUE GROWTH POINTS

0. Not apparent.

Not yet able to read, write, interpret and order single digit numbers.

1. Reading, writing, interpreting, and ordering single digit numbers

Can read, write, interpret and order single digit numbers.

2. Reading, writing, interpreting, and ordering two-digit numbers

Can read, write, interpret and order two-digit numbers.

3. Reading, writing, interpreting, and ordering three-digit numbers

Can read, write, interpret and order three-digit numbers.

4. Reading, writing, interpreting, and ordering numbers beyond 1000

Can read, write, interpret and order numbers beyond 1000.

5. Extending and applying place value knowledge

Can extend and apply knowledge of place value in solving problems

6. Extending and applying place value knowledge

Fractions and decimals

Activities

Knock knock!

(cards) Each player gets 4 cards. The rest of the deck is in middle to draw from. Each player can discard 1 card and replace it with 1 card in order to make the biggest number they can. When a player thinks they have a big enough number to win, they call out 'knock knock'. The other players can discard/draw one more time, then each player turns over their cards and explains answer. Winner gets 1 point

Biggest number/smallest number:

(cards) Place value table - turn over a card one at a time and try to make the biggest possible number. (Use 2 cards, for 2 digit numbers, 3 cards for 3 digit numbers and so on)

variations: closest to 500, smallest number between 60 & 70, or 600 & 700

Make me a number:

Choose a random selection of digits and try to make all the possible numbers you can from them. Eg: 2, 4, 6, 9 (you can vary the amount of digits depending on where your child is working at)

Overs and Unders:

(dice required) Player closest to 1000 wins after 7 rolls of the dice. Making numbers in a place value table and adding as you go.

Blank number lines:

Draw a blank number line and discuss a possible start and end number. Ask your child to place a different number where it would be found on the number line.

Number Busting:

$685 = 6$ of the hundreds, 8 of the tens, 5 of the ones OR 68 of the tens and 5 of the ones.

(this can be fun while driving in the car to use number plates of other cars to bust)

Tell me three:

State 3 facts about a given number.

E.g. 40. It has 4 of the tens, it is half of 80 and it is even.

E.g. 651. It is 1 more than 650, it has 6 of the hundreds, it is a 3 digit number