

# Place Value Partners

## Receiver Directions

1. Listen as your partner names each digit and place.
2. Place the number cards in the correct positions.
3. Read the number to your partner using its correct word name.
4. Compare Place Value Strips. Do they match exactly?
5. Write the number and its word name in your Math Journal.
6. Challenge: Draw a picture of the number using Base Ten Block illustrations (for numbers less than 1,000 only).
7. Switch roles for the next round.

## Place Value Strip

\_\_\_\_\_ , \_\_\_\_\_ , \_\_\_\_\_ , \_\_\_\_\_ , \_\_\_\_\_ , \_\_\_\_\_ , \_\_\_\_\_

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## Sender Directions

1. Place your number cards one by one on the Place Value Strip.
2. As you place each card, name the digit and the place.
3. After placing all numbers, ask your partner to read the number aloud to you. Listen . . . is that the number on your place value strip?
4. Compare your Place Value Strip with theirs. Does it match exactly?
5. Write the number and its word name in your Math Journal.
6. Challenge: Draw a picture of the number using Base Ten Block illustrations (for numbers less than 1,000 only).
7. Switch roles for the next round.

\_\_\_\_\_ , \_\_\_\_\_ , \_\_\_\_\_ , \_\_\_\_\_ , \_\_\_\_\_ , \_\_\_\_\_ , \_\_\_\_\_  
Millions      Hundred      Ten      Thousands      Hundreds      Tens      Ones  
                  Thousands      Thousands

# Place Value Partners

## Teacher Directions

### **Materials for each Pair:**

1 set of Place Value Partners gameboards (Sender and Receiver)  
Number Cards (2 sets of 0 - 9)  
file folders or other barriers

### **Directions:**

1. Pair students with a partner. Give one person the Sender gameboard and the other the Receiver gameboard. Each person will need a set of Number Cards..
2. Students will sit facing each other with a barrier between them (so they can't see each other's gameboards). File folders make good barriers because they are low enough that the students can still see each other over the top.
3. Have students follow the directions on the gameboard.
4. After each round, students switch roles. The Sender becomes the Receiver and the Receiver becomes the Sender.