

2 Game

PLACE VALUE BINGO

Instructions

1 Each player writes down two 3-digit numbers.

2 The leader picks a place value arrow from a box or bag without looking and calls out the number on the arrow. The arrow is not returned to the box.

3 If a player has a digit in the correct place in one of the numbers they wrote down, so that it has the same value as the number called out, they cross off that digit.

4 When a player has crossed off **all** the digits in their number they call "Bingo".

5 The player then **makes the number** using the appropriate arrows from the leader and **reads the number** they have made.

If the player can make the number, they receive **50 points**.
If they can read it correctly, they are given another **50 points**.

Variations

- Students could be asked to make their winning number using **place value materials**, for a further **50 points**.
- As students gain confidence they can write numbers with **four or more digits**.
- Students can write **more than two numbers** down for a slightly harder and longer game.



~~4~~56

2 Game

PLACE VALUE BINGO

Instructions

1 Each player writes down two 3-digit numbers.

2 The leader picks a place value arrow from a box or bag without looking and calls out the number on the arrow. The arrow is not returned to the box.

3 If a player has a digit in the correct place in one of the numbers they wrote down, so that it has the same value as the number called out, they cross off that digit.

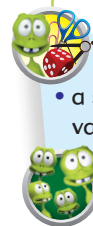
4 When a player has crossed off **all** the digits in their number they call "Bingo".

5 The player then **makes the number** using the appropriate arrows from the leader and **reads the number** they have made.

If the player can make the number, they receive **50 points**.
If they can read it correctly, they are given another **50 points**.

Variations

- Students could be asked to make their winning number using **place value materials**, for a further **50 points**.
- As students gain confidence they can write numbers with **four or more digits**.
- Students can write **more than two numbers** down for a slightly harder and longer game.



~~4~~56