

Number Top-It (7-Digit Numbers)

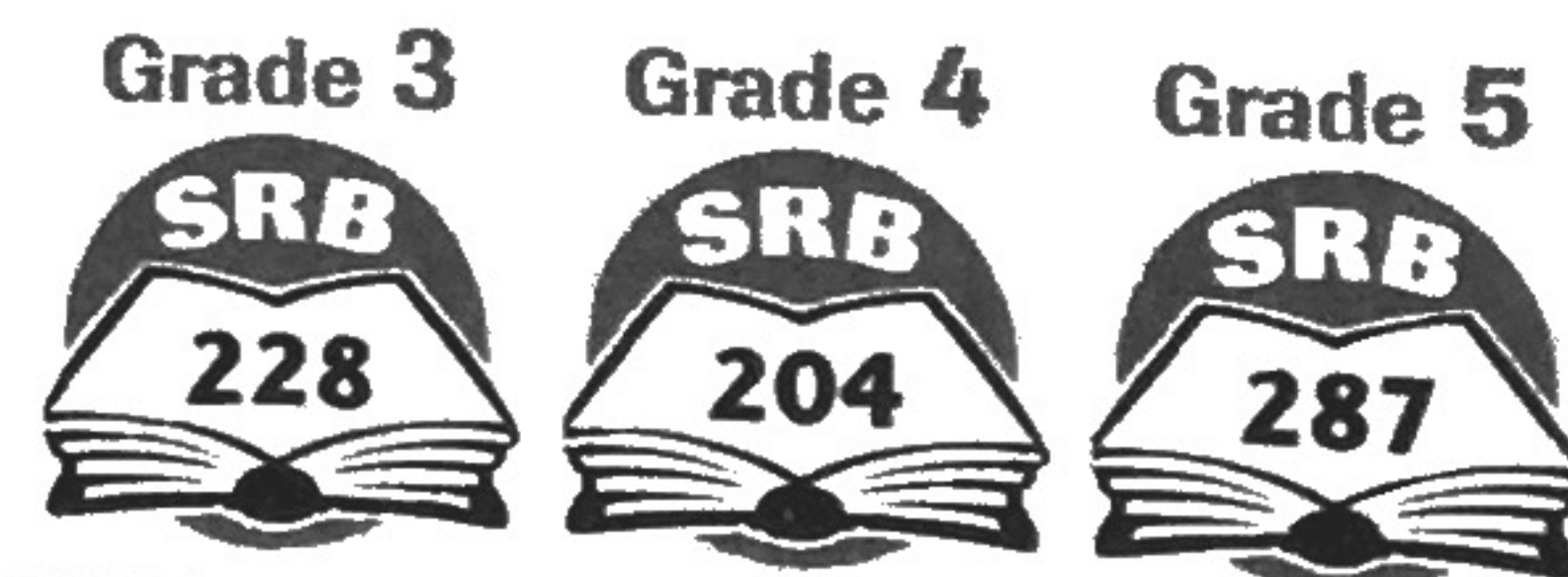
Strand Numeration

Skill Practice comparing numbers

Games Kit Materials (per group)

- *Number Top-It* Gameboard (or Game Masters 115 and 116, 1 copy for every 2 players)
- Everything Math Deck (number cards 0–9, 4 of each)

Players 2–5



Object of the game To make the greatest 7-digit number.

Directions

1. The dealer shuffles the cards and places the deck number-side-down on the playing surface.
2. The Place-Value Mat has rows of boxes. Each player uses one row of boxes on the game mat or uses the space on the playing surface below the gameboard.

- In each round, players take turns turning over the top card from the deck and placing it on any one of their empty boxes. Each player takes 7 turns and places 7 cards on his or her row of the game mat.
- At the end of each round, players read their numbers aloud and compare them to the other players' numbers. The player with the greatest number for the round scores 1 point. The player with the next-larger number scores 2 points, and so on.
- Players play 5 rounds for a game. One player shuffles the deck between each round. The player with the least number of points at the end of 5 rounds wins the game.

Game Master 115

Name _____ Date _____ Time _____

7-Digit Place-Value Mat **Game Master 115**

Millions
Hundred-Thousands
Ten-Thousands
Thousands

298 Game Master

EXAMPLE Two players finished one round of 7-digit *Number Top-It*.

Here are the results.

Place-Value Mat

	Millions	Hundred-Thousands	Ten-Thousands	Thousands	Hundreds	Tens	Ones
Player 1	7 7	6 9	4 4	5 5	2 2	0 0	1 1
Player 2	4 4	6 9	7 7	3 3	5 5	2 2	4 4

Player 1's number is larger than Player 2's number.

So Player 1 scores 1 point for this round. Player 2 scores 2 points.

Variation (recommended for Grade 3)

Students can play an easier version of the game by limiting the numbers to 5 digits. Players do not use the Millions box or the Hundred-Thousands box on the Place-Value Mat.

Number Top-It Gameboard

Everyday Mathematics

Number Top-It

SKILL Practice comparing numbers

GAMES KIT

MATERIALS
Everything Math Deck (number cards 0-9, 4 of each)

PLAYERS 2 to 6

OBJECT OF THE GAME
To make the largest 7-digit number

HOW TO PLAY

- The dealer shuffles the cards and places the deck number-side down on the playing surface.
- In each round, players take turns turning over the top card from the deck and placing it on the table, making a row below the Place-Value Mat on the gameboard. Each player takes 7 turns and places 7 cards in his or her row.
- At the end of each round, players read their numbers aloud and compare them to the other players' numbers. The player with the largest number for the round scores 1 point. The player with the next-largest number scores 2 points, and so on.
- Players play 5 rounds for a game. One player shuffles the deck between each round. The player with the smallest total number of points at the end of 5 rounds wins the game.

SCORE SHEET

Round	Player 1	Player 2	Player 3	Player 4	Player 5
1					
2					
3					
4					
5					
Total					

PLACE-VALUE MAT

Millions	Hundred-Thousands	Ten-Thousands	Thousands	Hundreds	Tens	Ones

Game Master 116

Name _____ Date _____ Time _____

7-Digit Place-Value Mat (cont.) **Game Master 116**

Ones
Tens
Hundreds
Thousands

299 Game Master

Name

Date

Time

7-Digit Place-Value Mat

Game
Master

115



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Millions

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Hundred-Thousands

--

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Ten-Thousands

--

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Thous

Name _____

Date _____

Time _____

7-Digit Place-Value Mat (cont.)

Game Master **116**



Ones

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--

Tens

--

--

Hundreds

--

--

Thousands

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Do not cut. Paste or tape to Game Master 115, page 298.