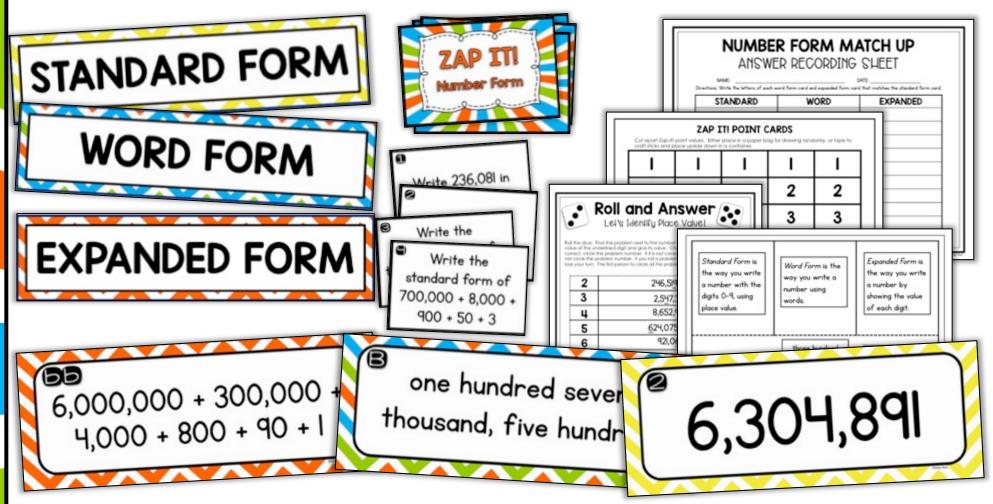
PLACE WALUE AND NUMBER FORM



MATH CENTERS

NUMBER FORM MATCH ITI



WORD FORM

EXPANDED FORM

6,304,891

one hundred seven thousand, five hundred Choose from 3 from 3 from 3 from 3 from 3 from 14 from 15 from

NUMBER FORM MATCH UP ANSWER RECORDING SHEET NAME DATE Directions: Write the latters of each word form cord and expanded form cord that matches the standard form cord. STANDARD WORD EXPANDED 1 2 3 4 5 6 7

 $(6x10^6) + (3x10^5) + (4x10^4) +$ $(8x10^3) + (9x10^2) + (1x10^0)$

6,000,000 + 300,000 + 4,000 + 800 + 90 + I

(6xl,000,000) + (3xl00,000) + (4xl,000) + (8xl00) + (9xl0) + (lxl)

ZAP ITI NUMBER FORMI

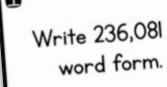


Write 236,081 in

Write 62,914 in expanded form.

Write the standard form of three hundred fortysix thousand, five.

Write the standard form of 700,000 + 8,000 + 900 + 50 + 3



ZAP IT! NUMBER FORM HOW TO PLAY

- Shuffle game cards and place in a pile.
- 2. Determine which player goes first, then all other players go in order clockwise.
- 3. On your turn, draw a game card. Solve it (all players could solve it for extra practice) and give your answer. Other players check the answer, using the
- 4. If you are right, you get to draw a stick from the Zap Itl can. If you are incorrect, you do not get to take a stick.
- 5. If the stick has a number on it, you earn that many points. (Keep the stick until the end of the game.) If the stick says "Zap Itl", you lose ALL your point

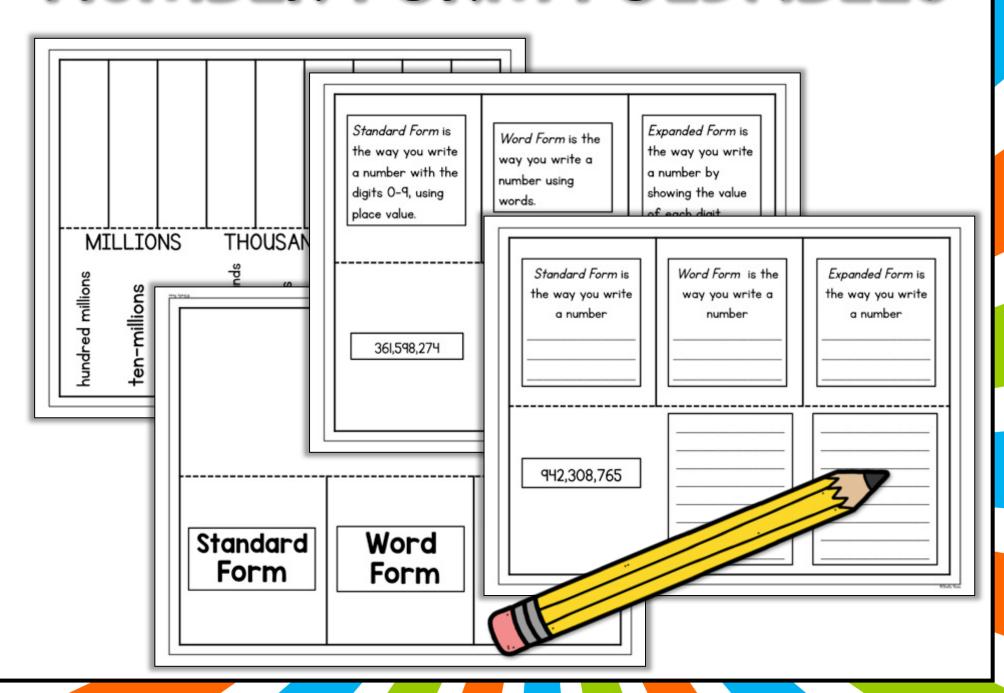
ZAP IT! POINT CARDS

Cut apart Zap-ItI point values. Either place in a paper bag for drawing randomly, or tape to

1	I	a container.	1	I
2	2	2	2	2
3	3	3	3	3
1	-	-	1	1
ZAP!	ZAP!	ZAP!	ZAP!	5
4	3	2	1	5



NUMBER FORM FOLDABLES



NUMBER FORM ROLL ITI



Roll and Answer

Let's Identify Place Value!

ANSWER KEY

Roll the dice. Find the problem next to the number you rolled. Name the value of the underlined digit and give its value. Check with answer key. correct, circle the problem number. If it is not correct, erase your answer not circle the problem number. If you roll a problem that is already circle not circle the problem number if you roll a problem numbers is the will lose your turn. The first person to circle all the problem numbers is the will not expected.

 9.000			
2	Thousands; 9,000		
3	Ten thousands; 70,000		
4	Ones; 4		
5	Hundred millions; 600,000,0		
6	Tens; 60		
7	Millions; 1,000,000		
8	Hundreds; 900		
q	Hundred thousands; 700,		
10	Thousands; 6,000		
11	Ten millions; 70,000,00		
12	Hundred millions; 200,0		



Roll and Answer

Let's Identify Place Value!



Roll the dice. Find the problem next to the number you rolled. Name the place value of the underlined digit and give its value. Check with answer key. If it is not circle the problem number. If it is not correct, erase your answer and do lose your turn. The first person to circle all the problem numbers is the winner.

2	OU.C. The wire and the second	
3	246,5 <u>19</u> ,012	
	2,547,368	
4	8,652,904	
5	<u>6</u> 24,075,389	
6	921,0 <u>6</u> 5	
7	255,008	
8	1 1000	_
q	902,711,5	_
10	40 <u>6</u> ,872	
II	178,993,654	
12	<u>2</u> 68,973,051	1