

Place Value Darts

Learning Objective: Using place value to make the biggest (smallest, closest to) number

Intended Outcome: Knowledge of place value, counting by 100s, 10s, 1s

Materials:

- Dart Board
- Counters

Make some dart boards with three circles – one marked 100, one marked 10 and one marked 1.

I had some boards that had 100 in the centre and some that had 100 on the outer ring. We had a discussion at the end over whether one of the options was easier for the game than the other.



Game Objective: To make the biggest number (or smallest number or a number closest to a given target)

Instructions:

Students can play in threes (or pairs). Each group needs a dartboard and 7-10 counters

- Players take turns to gently throw their counters, one at a time, on to the dart board.
- Count up the number 100s, 10s and 1s to total your score.
- For counters that are on the line between two circles, the player can choose which score they want to use.
- Counters that do not land in the dartboard are not counted.
- Whichever player gets the highest number wins.

Variation: Get the smallest number

Choose a number to get closest to (eg 350)

Add 1000s on to the board (maybe use the area outside the circles)

Use decimals (1, 0.1, 0.01)