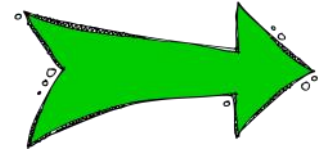


Place Value Spinner Games Preview

Place Value Spinner Games includes 2 variations of one game. In Spin 4 Cash, students earn "math cash" for solving problems correctly. In Spin 2 Win players earn game tokens. Take a peek inside to see what's included in these resources!



Teaching Resources
www.lauracandler.com

Spin 4 Cash

Place Value Review Game

Whole Numbers to Hundred Thousands

Laura Candler

Fun Game for Math Centers!

Spin to Earn Math Cash!

Teaching Resources
www.lauracandler.com

Spin 2 Win

Place Value Review Game

Whole Numbers to Hundred Thousands

Laura Candler

Fun Game for Math Centers!

Spin to Win Game Tokens

Teaching Suggestions & CCSS Alignment

Spin 4 Cash Place Value Review Game

Created by Laura Candler



Spin 2 Win Place Value Review Game

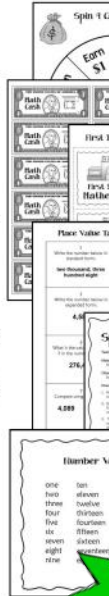
Created by Laura Candler



Spin 4 Cash Whole Number Place Value Review is a math game that actively engages students in place value review of whole numbers. The game includes student directions, 24 task cards with problems and answers, and a recording page. Spin 4 Cash can be played with partners or in math centers. If you need to create additional math problem task cards, you can use the templates at the back of this packet to create your own. Black and white and color game materials are included, print only what you need.

Teaching Suggestions:

- Advanced Preparation** - Print a set of materials for each pair or team of students. Print the task cards and answers front to back on card stock or heavy paper so that each card's answer is on its back. If you don't want to print the answers on the backs of the cards, you can print an answer key for each set of game materials. To create the Math Cash for each game, print three pages of \$1 bills and one page of \$5 bills for each pair. Put the Math Cash for each game into an envelope or in a pencil case, and affix the "First Bank of Mathematics" label to the front. To use the game in a center, glue the direction page on the front of a 9 x 12 brown envelope and store the materials inside.
- Introducing the Game** - Demonstrate the game for the class before placing it in a math center or having students play in teams. Display the Spin 4 Cash game directions and ask a few students to model the game as you read the directions aloud. Be sure they know how to use the spinner. Let your students know in advance if incorrect spelling will count as an incorrect answer. If your students have trouble spelling numbers, post the Number Words chart or provide a copy for each student or team.
- Playing the Game** - Depending on the availability of materials, students can play in teams of 2, 3, or 4. If you want them to record their responses, print a copy of the recording sheet for each student and have them write their answers in the blocks. The cards do not have to be used in order, so students need to be sure to write their answers in the correct locations on the recording page. While students are playing the game, move about the room providing help to students who need assistance.



Common Core Math Standards



Activities in *Spin 4 Cash Place Value Review Game* are aligned with the 4th grade standards listed below and can be used as a review in 5th grade.



4th Grade

- 4.NBT.2** Read and write multi-digit whole numbers using base-ten numerals, number names, and expanded form. Compare two multi-digit numbers based on meanings of the digits in each place, using $>$, $=$, and $<$ symbols to record the results of comparisons.
- 4.NBT.3** Use place value understanding to round multi-digit whole numbers to any place.

5th Grade

The 5th grade math standards build on the 4th grade standards by including place value concepts for decimals. They do not directly address the whole number place value concepts. However, 5th graders cannot be expected to master decimal place value without a complete understanding of whole number place value. Therefore, the activities in this Spin 4 Cash Place Value Review can be used as a quick review of whole number basics before moving on to the more advanced standards in 5th grade.



Need a Decimal Review Game?

To use Spin 4 Cash to review decimal place value concepts, use the problem cards and answer key that can be found in **Bingo Showdown: Decimal Place Value Review**. You can purchase this item from my TpT store. Click the image on the right to see it now.



Spin 2 Win Whole Number Place Value Review is a math game that actively engages students in place value review of whole numbers. The game includes student directions, 24 problem cards with answers, and a recording page. Spin 2 Win can be played with partners, in teams, or in math centers. It's a 4 Cash that uses tokens instead of money so that it can be used internationally. If the appropriate level for your students, you can use the templates at the back of this packet to create your own.

Teaching Suggestions:

Advanced Preparation - Print enough materials for each pair of students. Print the game cards and answers front to back on card stock or heavy paper so that each card's answer is on its back. (Or you can allow students to use the "Spin 2 Win" labels to the top. To the game, glue the direction page on the front of a large envelope and store the materials inside.

Introducing the Game - Before allowing students to play the game on their own, demonstrate it for the class. Display the directions on page 3 and ask a few students to model the game as you read through the directions. Be sure to have a "Spin 2 Win" label to the top. To the game, glue the direction page on the front of a large envelope and store the materials inside.

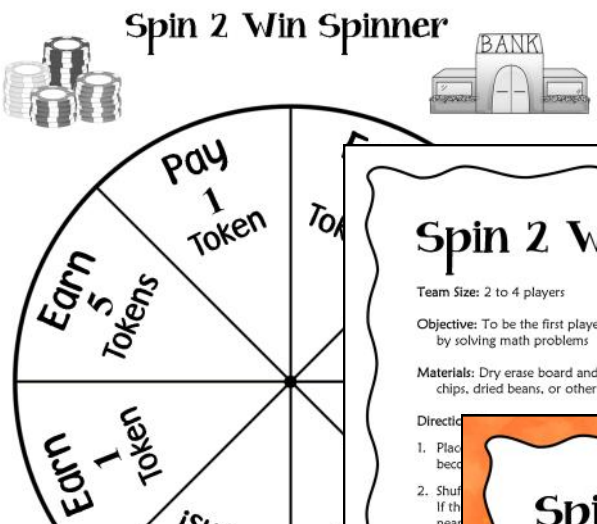
Playing the Game - Depending on the availability of materials, students can play in teams of 2 to 4. If you want them to record their responses, duplicate one copy of the recording sheet for each student and have them write their answers in the blocks. The cards do not have to be played in order, so students need to be sure to write their answers in the correct locations on the recording page. While students are playing the game, move about the room providing help to students who need assistance.



Spin 4 Cash was created for American teachers and is CCSS Aligned with 4th grade objectives. It's also a great review for 5th graders. Spin 2 Win was created as an international option that does not use American money, and therefore it's not CCSS Aligned.

Color and B&W Options for Game Materials

Spin 2 Win Spinner



Spin 2 Win

Team Size: 2 to 4 players

Objective: To be the first player to earn 20 tokens by solving math problems

Materials: Dry erase board and markers, Spin 2 Win spinner, paper clip, tokens (plastic chips, dried beans, or other small objects), Math Task Cards and Answer Key

Directions:

- Place the spinner in the middle of the team.
- Shuffle the math problem cards and place them face up in the center of the team.



Spin 2 Win



Spin 2 Win

Team Size: 2 to 4 players

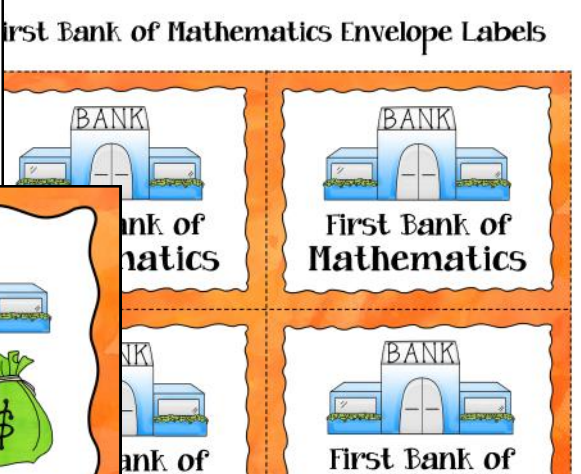
Objective: To be the first player to earn 20 tokens by solving math problems

Materials: Dry erase board and markers, Spin 2 Win spinner, paper clip, tokens (plastic chips, dried beans, or other small objects), Math Task Cards and Answer Key

Directions:

- Place the spinner in the middle of the team.
- Shuffle the math problem cards and place them face up in the center of the team.

First Bank of Mathematics Envelope Labels



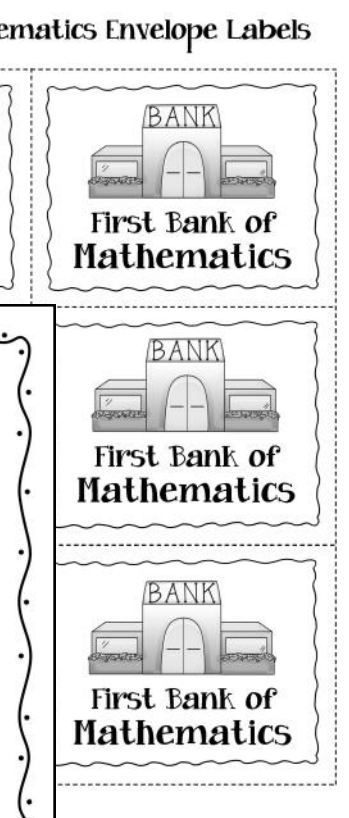
Bank of Mathematics

First Bank of Mathematics

Bank of Mathematics

First Bank of Mathematics

Mathematics Envelope Labels

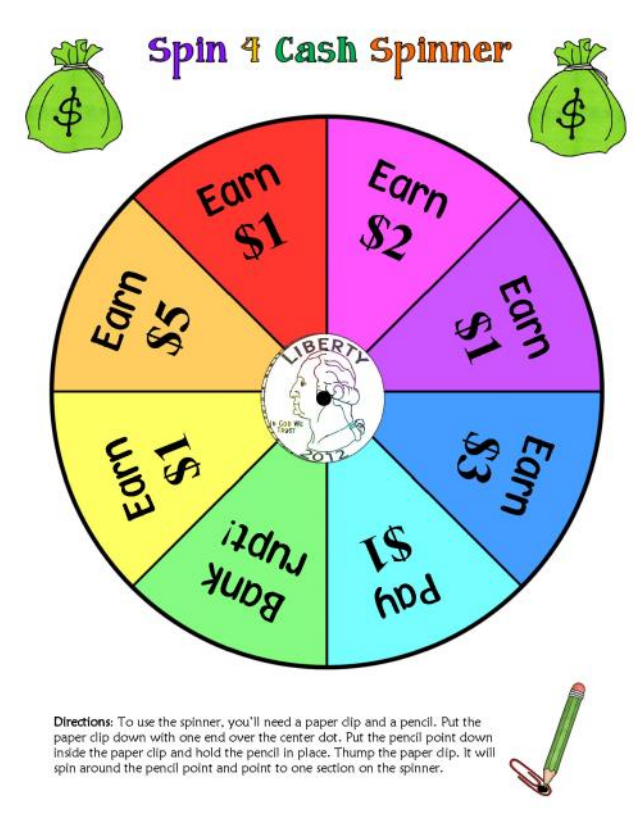


First Bank of Mathematics

First Bank of Mathematics

First Bank of Mathematics

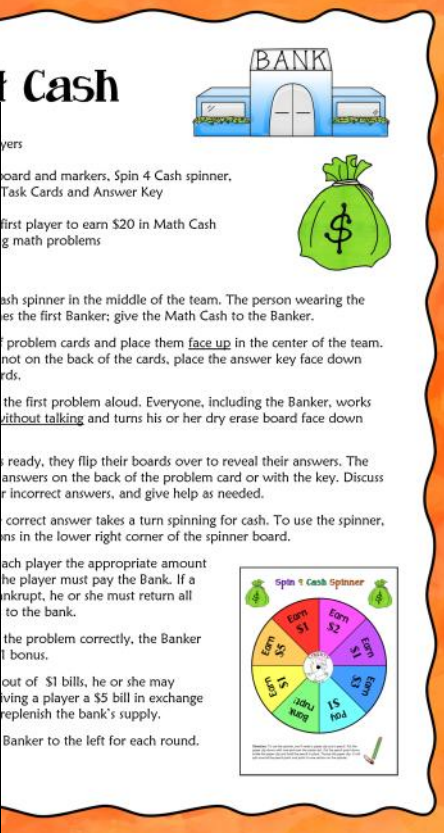
Spin 4 Cash Spinner



Spin 4 Cash

Directions: To use the spinner, you'll need a paper clip and a pencil. Put the paper clip down with one end over the center dot. Put the pencil point down inside the paper clip and hold the pencil in place. Thump the paper clip. It will spin around the pencil point and point to one section on the spinner.

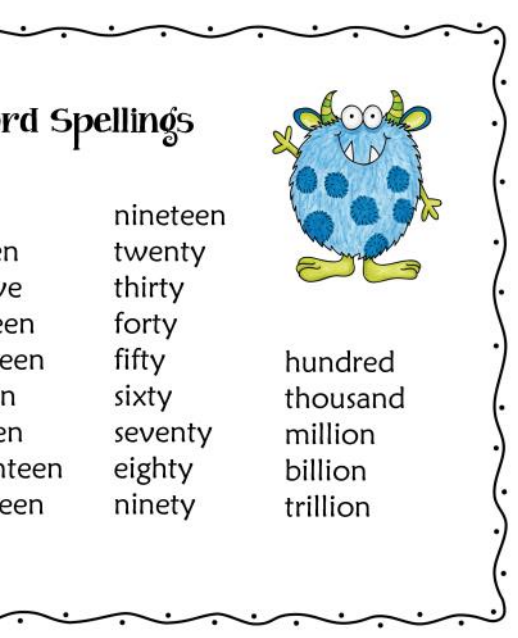
Spin 4 Cash



Directions:

- Place the spinner in the middle of the team.
- Shuffle the math problem cards and place them face up in the center of the team.

Word Spellings



Word Spellings

ten, eleven, twelve, thirteen, fourteen, fifteen, sixteen, seventeen, eighteen, nineteen, twenty, twenty-one, twenty-two, twenty-three, twenty-four, twenty-five, twenty-six, twenty-seven, twenty-eight, twenty-nine, thirty, thirty-one, thirty-two, thirty-three, thirty-four, thirty-five, thirty-six, thirty-seven, thirty-eight, thirty-nine, forty, forty-one, forty-two, forty-three, forty-four, forty-five, forty-six, forty-seven, forty-eight, forty-nine, fifty, fifty-one, fifty-two, fifty-three, fifty-four, fifty-five, fifty-six, fifty-seven, fifty-eight, fifty-nine, sixty, sixty-one, sixty-two, sixty-three, sixty-four, sixty-five, sixty-six, sixty-seven, sixty-eight, sixty-nine, seventy, seventy-one, seventy-two, seventy-three, seventy-four, seventy-five, seventy-six, seventy-seven, seventy-eight, seventy-nine, eighty, eighty-one, eighty-two, eighty-three, eighty-four, eighty-five, eighty-six, eighty-seven, eighty-eight, eighty-nine, ninety, ninety-one, ninety-two, ninety-three, ninety-four, ninety-five, ninety-six, ninety-seven, ninety-eight, ninety-nine, hundred, thousand, million, billion, trillion

24 Math Task Cards with Self-Checking Answers

Print the answers on the backs of the task cards, or print the one-page answer key.
Recording page provided for student accountability during the game.

Place Value Task Cards - Page 1

1 Write the number below in _____
2 Round to the nearest ten: _____

Place Value Task Cards - Page 2

9 Compare using <, >, or = _____
10 Write the word form of the number below: _____

Place Value Task Cards - Page 3

<p>17 What is the standard form of the number below? eighteen thousand, two hundred forty-six</p>	<p>18 Compare using <, >, or = 42,068 < 42,608</p>
<p>19 What is the expanded form of the number below? 7,304</p>	<p>20 Write the word form of the number below. 27,543</p>
<p>21 Round to the nearest ten. 407,912</p>	<p>22 In what place is the 9 in the number below? 234,009</p>
<p>23 Which digit is in the thousands place? 58,216</p>	<p>24 Round to the nearest hundred. 5,608</p>

Answers - Page 1

1 2,308

Answers - Page 2

9 nine hundred fourteen
10 19,900 > 19,624

Answers - Page 3

17 18,246
19 7,000 + 300 + 4
21 407,910
23 407,910
8 5,000

Spin 4 Cash Recording Page

Name _____

Card Number	Answer	Card Number	Answer
1		13	
2		14	
3		15	
4		16	
5			
6			
7			
8			
9			
10			
11			
12			

Spin 4 Cash Place Value Answer Key

Card Number	Answer	Card Number	Answer
1	2,308	13	30,000 or thirty thousand
2	8,090	14	382,100
3	4,000 + 500 + 80 + 2	15	275,000
4	three hundred seventy thousand, twenty-nine	16	9
5	70,000 or seventy thousand	17	18,246
6	6,800	18	42,068 < 42,608
7	4,084 < 4,223	19	7,000 + 300 + 4
8	2	20	twenty-seven thousand, five hundred forty-three
9	19,900 > 19,624	21	407,900
10	nine hundred fourteen thousand, forty-two	22	ones
11	3,000 + 200 + 9	23	8
12	twenty-one thousand, fifty-six	24	5,600