

Materials:

2 ten-sided dice per player, Place Value Path per play, pencil

Players: 2-4

PLACE VALUE STEPPING STONES

The first player rolls their two dice and creates a two digit number.

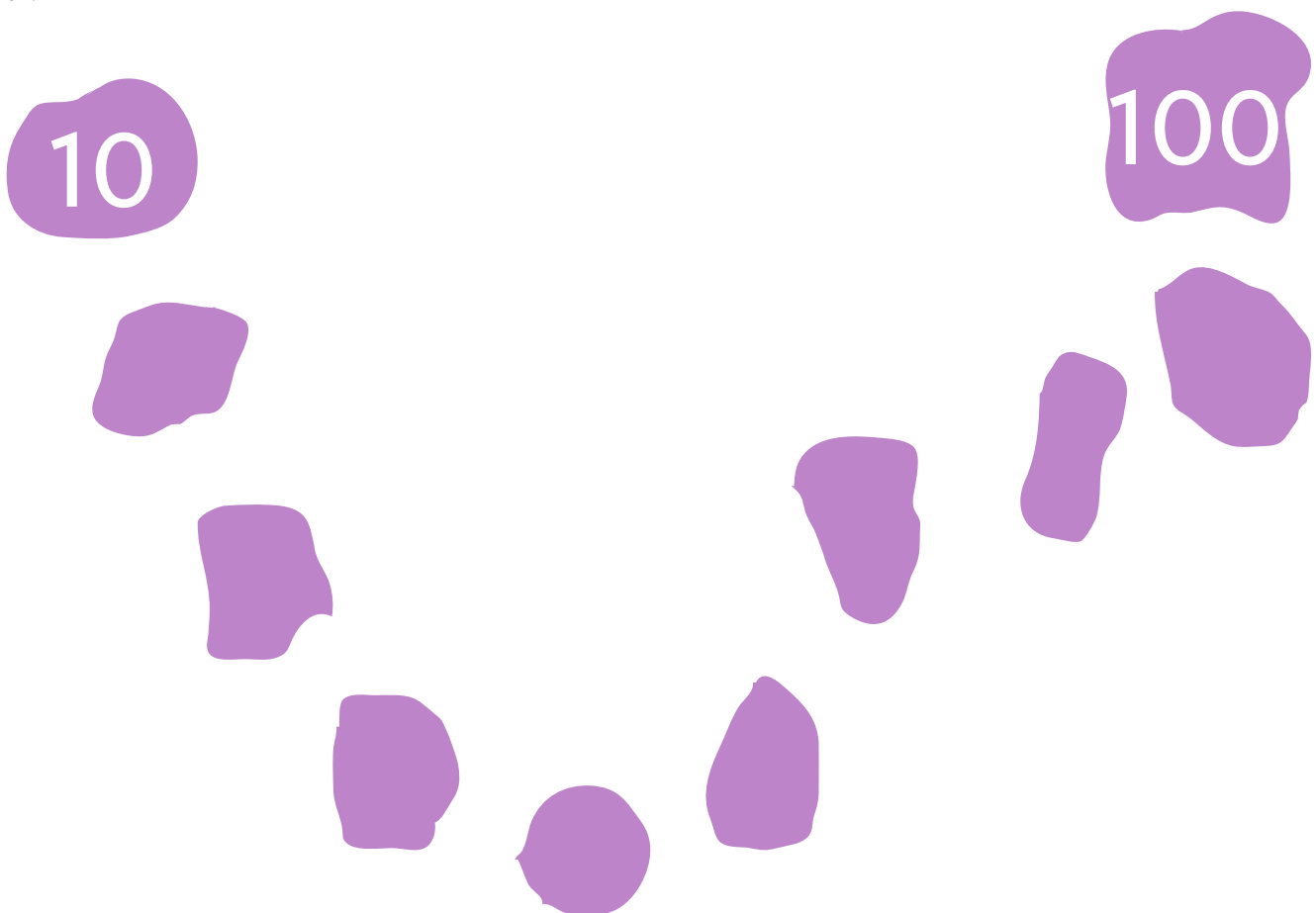
The player writes the number they have created on one of the stepping stones.

While selecting a place to write the number, keep in mind the numbers need to be placed in order along the path.

10 is at one end of the path and 100 at the other end.

A player will lose a turn if their two digit number cannot be placed on the path.

Continue to take turns until one player has a number on every stepping stone along their path and all the numbers are in order.



CONTENT STRANDS

NUMBER AND ALGEBRA	MEASUREMENT AND GEOMETRY	STATISTICS AND PROBABILITY
Number and place value (F-8)	Using units of measurement (F-10)	Chance (1-10)
Fractions and decimals (1-6)	Shape (F-7)	Data representation (F-10)
Money and financial matters (1-10)	Geometric reasoning (3-10)	
Patterns and algebra (F-10)	Location and transformation (F-7)	

PROFICIENCY STRANDS

Understanding	Fluency	Problem Solving	Reasoning
---------------	---------	-----------------	-----------