



Introduction

In *Specific Skills: Place Value* you will find a collection of reproducible math activities, pattern pages, and easy-to-play learning games to help students, especially struggling learners, develop an understanding of base-ten concepts and number quantities. Each book in this series also includes assessment opportunities in the form of a pretest/posttest, which has been formatted according to national standards. A special feature in this series is the “Place Value for Parents” letter. This reproducible handout incorporates math-related literature with fun at-home activities to further enhance the child’s understanding of place value. The authors believe that the letter will also encourage parental involvement. Finally, provided in the back of each resource book is a list of Web sites that may be useful to teachers and parents. Some of the Web sites are information based, which may be helpful in designing lesson plans. Other Web sites offer place value games that children will enjoy playing while learning number concepts at the same time.

Specific Skills: Place Value — Level 2 is aligned with NCTM (National Council of Teachers of Mathematics) Standards. The practice pages and partner games can be used in a variety of ways, including whole group lessons, independent student work, or as enrichment activities at home. Based on various standards, the activities cover the following essential math skills:

- Naming and writing numerals 1–999
- Counting ones, tens, and hundreds
- Using expanded notation
- Ordering and comparing numbers
- Adding and subtracting two- and three-digit numbers with regrouping

Now that children have had many experiences in building number quantities up to 100, they are ready to discover how the base-ten number system works for larger numbers. In the Level 2 activities and games, children will be introduced to the concept of the hundred-grid (also known as a flat in a proportional base-ten set) and how 10 hundred-grids represent 1000. To help children internalize this concept, it is important that they have many opportunities to build numbers up to 400 first with actual objects before using paper-models to represent even larger numbers. As their level of understanding advances, students may enjoy playing the games “Counting On Logs” and “Fly-In 400.” Being able to skip count by 100 from any number is one of the objectives of the game “Unlock the Tens.” Another concept that children will be expected to master is showing the expanded form for numbers up to 999. This skill is the focus of the game “Blast-Off!” Finally, the game “Ten Dollars and Ten Cents” offers a different twist for helping children internalize the concepts of exchanging 10 tens for 100 and 10 hundreds for 1000. Learning about place value concepts can be fun, and more easily mastered, with activities and games!