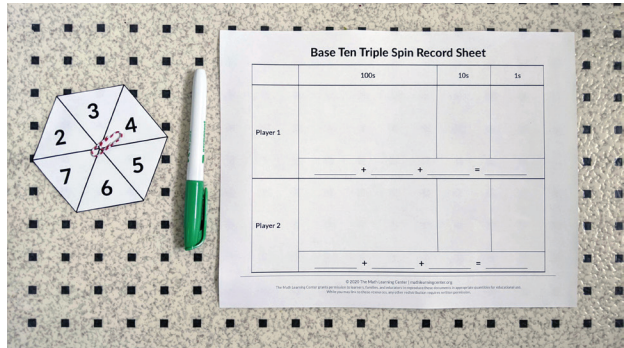# Base Ten Triple Spin

Object of the Game

For each round, players spin for a number of hundreds, tens, and ones. They draw base ten pieces on the record sheet, and then record the 3-digit number. The player with the greater number wins.

Materials

- Number Spinner 2–7
  Print the spinner, use a digital spinner or make your own. Another option is to write the numbers 2–7 on small pieces of paper and place them in a cup. For each turn, pull a slip of paper out of the cup.

- Base Ten Triple Spin Record Sheet
  Print the record sheet or make your own.

- Pencil, pen, marker, or crayon
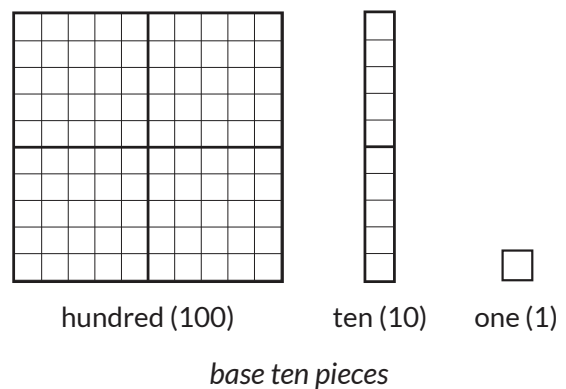
- Base Ten Pieces (optional)
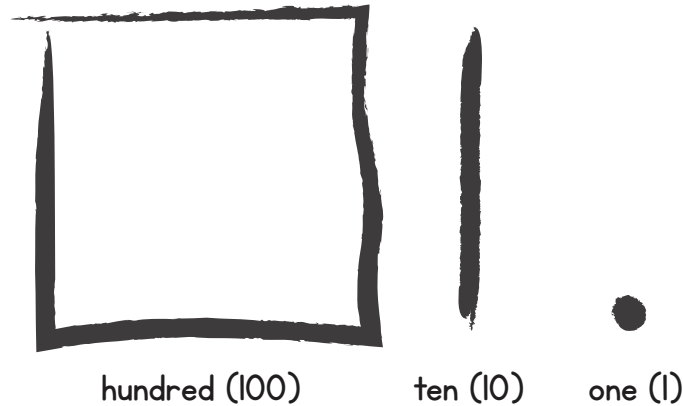
Skills

This game helps us practice

- Understanding that a 3-digit number has hundreds, tens, and ones

- Comparing 3-digit numbers

How to Play

1. Get ready to play the game:

   » You might have learned to play this game at school. If so, you may have used base ten pieces to build the different numbers. You probably don't have these at home. You can either print the Base Ten Pieces included with this game, or use quick sketches to play this game. If you choose to print these pieces, cut them out and put them in groups so you have 12 each of the hundred, ten, and one pieces.
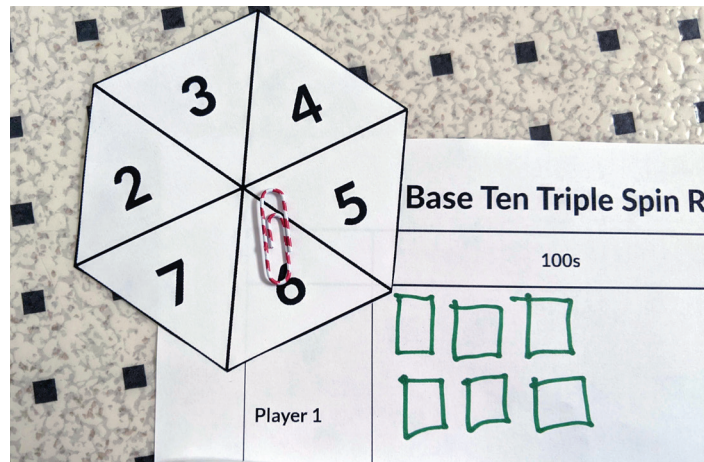
hundred (100)   ten (10)   one (1)

base ten pieces

» Did you learn to draw base ten pieces? You'll use drawings to record the numbers you build in this game. They are easy and fun to draw. They look like this:

hundred (100)   ten (10)   one (1)

A quick sketch of base ten math pieces

» Players share a record sheet. Decide who will go first.

2. Player 1 spins the Number Spinner 2-7 and decides whether to use the number as 100s, 10s, or 1s. Then the player draws the base ten pieces in the 100s, 10s, or 1s box on the Base Ten Triple Spin Record Sheet. Remember, the goal is to make the greater 3-digit number.

Alana is Player 1. She spun a 6, and decided to draw it in the 100s box.
She was hoping her mom wouldn't spin a 7!

3. Next, Player 2 spins the spinner, decides whether to use the spin for 100s, 10s or 1s, and draws the base ten pieces in the related box.

4. Player 1 spins again and takes the number as another place value denomination. If the player has already used 100s, then the player must choose 10s or 1s for this spin.

» Players may use each place value denomination only once. Players decide on each turn where to use the number.

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5. Then Player 2 takes a second turn.

6. Finally, both players take turns to make a third spin. They use the third number for whichever place value denomination is left.

    » After 3 turns, each player should have some hundreds, some tens, and some ones.

Alana's mom is Player 2. After 3 turns, they each have some hundreds, some tens, and some ones. Alana can already tell that she has lost because her number has 6 hundreds, and her mom's number has 7 hundreds. Her mom spun a 7 on the final turn and used it in the hundreds place!

7. Players count up the total of their base ten pieces and record the final number on the record sheet.

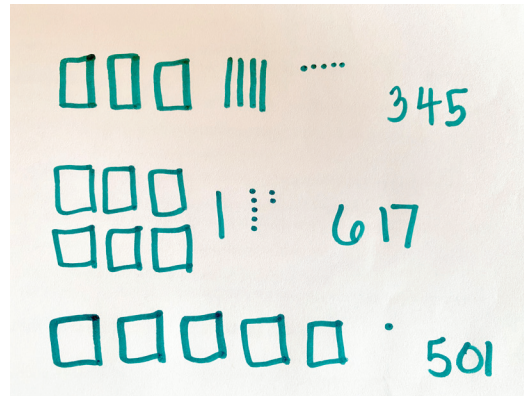8. The player with the greater number wins.

Player 2, Alana's mom, won!
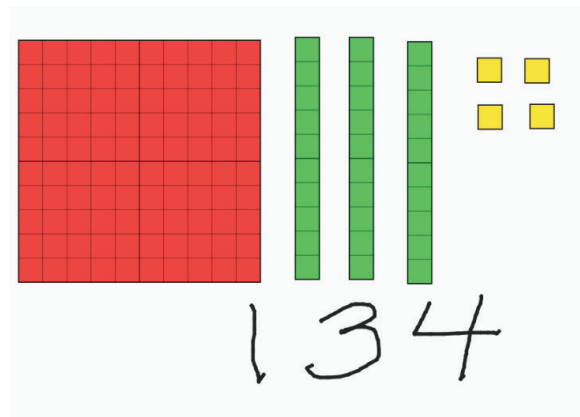
9. Have fun!

Tips for Families

Before you play:

- Talk about place value. Help your child remember that a 3-digit number has hundreds, tens, and ones. For example, the number 578 has 5 hundreds, 7 tens, and 8 ones.

- Together, practice sketching or using paper base ten pieces to represent a few 3-digit numbers. Ask: *Can you sketch or make 345? 617? 501?*

- Try the free Number Pieces app to practice building numbers. The app is available at www.mathlearningcenter.org/apps/number-pieces.

During the game, ask:

- *Why did you decide to use hundreds/tens/ones for that number?*

- *What number do you hope to spin next? Why?*

After the game, ask:

- *Was there a moment in the game where you knew you would win/lose? How did you know for sure?*

- *If you wanted to explain to someone else how to play this game, what would you tell them? What advice would you give them for building a winning number?*
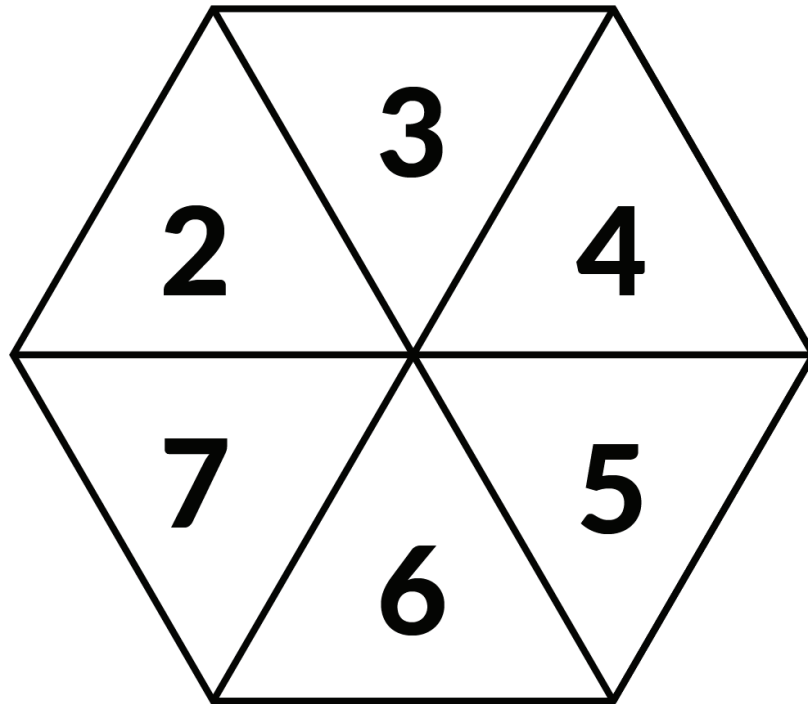

Change It Up

Making even small changes to a game can invite new ways of thinking about the math. Try making one of the changes below. How did it change your strategy for winning the game?

- Each player spins only twice and makes a 2-digit number.

- Play cooperatively, spinning the spinner and working together to get the greatest or least number.

- Try playing with 3 or 4 players.

- Flip a coin to see if you'll play for more or less. If it lands on heads, play to make the greater number. If it lands on tails, play to make the smaller number.

- Play for 3 rounds. After three rounds, each player adds their numbers. The player with the greater total wins the game. You can play this variation making three 3-digit numbers or three 2-digit numbers.

Base Ten Triple Spin Record Sheet

	100s	10s	1s
Player 1			
	_____ + _____ + _____ = _____		
Player 2			
	_____ + _____ + _____ = _____		

Base Ten Triple Spin Number Spinner 2–7

Base Ten Pieces

Base Ten Pieces

Base Ten Pieces

Base Ten Pieces

Base Ten Pieces

Base Ten Pieces