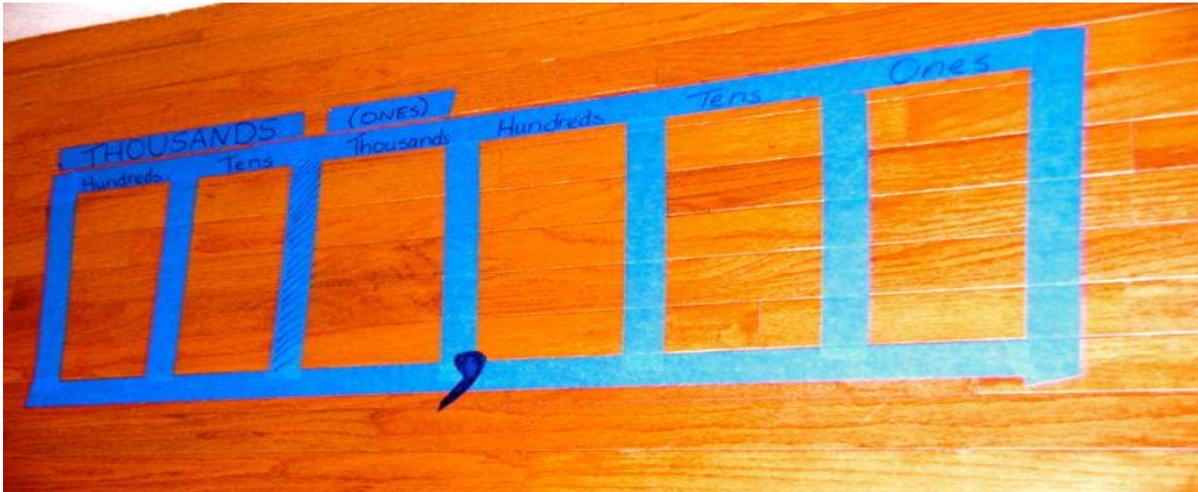


STOMP IT! – PLACE VALUE GAME

MATERIALS NEEDED:

- Painter's tape
- Sharpie permanent marker
- Paper
- Scissors
- Markers – to draw different colors of feet (Optional)



OBJECTIVE:

- Learning and practicing place value; student vs. parent/guardian.

HOW TO PLAY:

Primary's (Grades 1-3):

- Will only be using the ones, tens, and hundreds place values.
- Parent/guardian will be shown a number from 1-900. Both the parent/guardian and the student will have a chart taped to the ground in front of them, along with a pile of different numbers on cut outs of feet. They will then race to find the number in their pile bring it to the proper place value and stomp on it while calling out its number. The first competitor to call out and have the correct numbers in the proper place values win gain a point. The first one to 10 wins.

** The number of place values to vary depending on the level of the student. **

For example: A student in FDK/ Grade 1 may only use the ones column (1st column). Where as a student in grade 2-3 may be able to use the ones, tens, and hundreds columns.

Junior's (Grades 4-6):

- Will be using the ones, tens, hundreds, thousands, ten thousands, and hundred thousands (whole chart).
- Parent/guardian will be shown a number from 1- 999, 999. Both the parent/guardian and the student will have a chart taped to the ground in front of them, along with a pile of different numbers on cut outs of feet. The players will then race to find the number in their pile bring it to the proper place value and stomp on it while calling out its number. The first competitor to call out and have the correct numbers in the proper place values win gain a point. The first one to 10 wins.

