**Game Spinner**



0

3

5

7

8

2

1

4

6

9

**Game recording sheet**

|  |  |
| --- | --- |
| Game 1 | Game 2 |
| Game 3 | Game 4 |
| Game 5 | Game 6 |
| Game 7 | Game 8 |
| Game 9 | Game 10 |
| Game 11 | Game 12 |
| Game 13 | Game 14 |
| Game 15 | Game 16 |

**Instructions for Greatest Number Place Value Game**

The purpose of the game is to create the largest number possible using the spinner.

* One person spins the spinner, and everybody places the number in one of the four boxes (use the five box games for accelerated students). Once a number is placed in a box, it cannot be moved.
* After four spins, the person who thinks s/he has the highest number reads the number (in word form). If another student has a larger number, that person reads it. If a student reads the number incorrectly, the student with the next highest number reads his or hers. Students should be warned not to say the word “and” when reading a whole number.
* Students earn a point each time they win a round. After a few rounds, the student with the most points wins.