

Number Hunt - Hundreds

Number of Students: Small Groups

Materials:

- 1 Pack of 1 – 9 Numeral cards (or playing cards with the picture cards removed) per group
- 1 1-5 Spinner per group
- 1 set of 3 place value cards per person
- 1 vertical 1 – 1000 number line
- 1 paperclip per person plus two extra (for the spinner and the number line)
- 1 Number Hunt Target Number sheet per group
- 1 Number Hunt Total sheet per person
- 1 pencil (or whiteboard marker if score sheet is laminated) per person

Preparation:

If numeral cards are to be used (rather than playing cards) these need to be laminated and cut.

Place Value cards should be laminated and cut

The vertical number line must be cut out and assembled – the sections being taped together.

Sufficient spinners and total sheets need to be photocopied / printed.

Spinner sheets need to be cut (two spinners per page)

Spinner sheets, score sheets and the vertical number line can be laminated for longevity, although this is not strictly necessary.

How :

Each player is given one set of Place Value cards consisting of 1 ones card, 1 tens card and 1 hundreds card. The deck of numeral (or playing) cards is shuffled and three cards are drawn and placed, in order of the draw, into the hundreds, tens and ones spaces on the Target sheet. This becomes the target number. A paper clip is placed on the vertical number line at the place estimated to be closest to the target number.

Each player begins at 500. They then spin the 1-5 spinner. Once they have a number between one and five, they must decide which Place Value card to play and whether to count forwards or backwards. They then place the Place Value card they want to use on the table, count on or back out loud, write their new total in the Round One space on their sheet and place their paperclip at the new total position on the vertical number line. For example, if they spin a 3, play their tens card and decide to count back, they would say; “five hundred, four hundred and ninety, four hundred and eighty, four hundred and seventy”. They would write 470 on their total sheet and place their paperclip at the 470 mark on the number line.

Once a player has used a Place Value card, it cannot be used by that player again. In other words, each player must count once by hundreds, once by tens and once by ones, although not necessarily in that order.

The aim of the game is to get as close to the target number as possible after three rounds.

Winning:

The student with the number closest to the target number after three rounds is the winner.

Variation:

Place Value cards are not used. Each player simply decides whether to count by 1s, 10s or 100s on each of the three rounds with no restrictions.