Cover Cathy Crocodile: Tens and ones

A game/puzzle for students to learn and practise place value.

You need:

A set of five crocodile sheets (A4 size), A set of 45 place value cards

How to play:



As a puzzle:

Cover up each crocodile with a card that can make the number on the crocodile.

For example, 37 could be covered with the card ones because 37 ones equal 37; 37 can also be covered by the card 2 tens and ones since 2 tens and 17 ones make 37. Students can be supported with materials, like play money or a calculator, if they need to check their answers.

As a game:

Each person gets a crocodile sheet so there are five players. The cards are shuffled and each player gets dealt five cards.

A turn is using a card to cover a crocodile if the card works then replacing the card from the deck. Alternatively for their turn a player can trade a card they don't want with another player. They show the card to the other players and ask "Does anyone need this card?" If a player accepts the offer they allow the offering player to blindly choose one of their cards.

The first player to cover all of their crocodiles wins the game.

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tens	tens and 0 ones	tens and 2 ones
tens and one	tens and 3 ones	1 ten and ones
tens and 4 ones	tens and 5 ones	tens and 6 ones
tens and 7 ones	tens and 8 ones	tens and 9 ones
2 tens and ones	3 tens and ones	4 tens and ones
5 tens and ones	6 tens and ones	7 tens and ones
5 tens and ones 8 tens and ones	6 tens and ones 9 tens and ones	7 tens and ones 0 tens and ones
8 tens and ones	9 tens and ones	0 tens and ones

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tens and 21 ones	tens and 33 ones	3 tens and ones
tens and 24 ones	tens and 25 ones	tens and 26 ones
tens and 27 ones	tens and 28 ones	tens and 39 ones
ones	4 tens and ones	5 tens and ones
6 tens and ones	7 tens and ones	8 tens and ones









