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, 370 could be covered with the card \square tens because 37 tens equal 370; 207 can be covered by the card 19 tens and \square ones since 19 tens and 17 ones make 207. 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 is dealt five cards.

A turn is using a card to cover a crocodile if the card works and 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.

2 hundreds, tens and 6 ones	1 hundred, tens and 6 ones	hundreds, 86 ones
2 hundreds, 7 tens and ones	tens and 6 ones	hundreds, 1 ten and 7 ones
4 hundreds, tens and 7 ones	4 hundreds, ones	2 hundreds, tens and 6 ones
tens and 7 ones	4 hundreds, tens and 3 ones	4 hundreds, 1 ten and ones
3 hundreds, tens and 3 ones	tens and 3 ones	3 hundreds, and ones
1 hundred, tens and 9 ones	tens and 9 ones	15 tens and ones
· ·	tens and 9 ones 1 hundred, and ones	
tens and 9 ones 1 hundred,	1 hundred,	ones hundreds,
tens and 9 ones 1 hundred, tens and 19 ones 6 hundreds,	1 hundred, and ones 6 hundreds,	ones hundreds, 2 tens and 8 ones 7 hundreds,









