

# Biggest Wins

**Skill to be learnt:** To explain what each digit in a two digit number represents, including number where 0 is a place holder e.g.30

**What you will need:** 0-9 dice or spinner, place value charts

**How to play:** Players throw the dice and choose whether to use the digit as tens or ones in a two digit number. Record this on the place value chart. Throw the dice again to generate the second digit which must go in the empty space. When both players have made a 2 digit number, biggest wins and score a point. The first player to ten points wins.

**Talk points:** Discuss when the dice is rolled where it is best to place that digit (tens or units). For example if a 9 is rolled you may say 'I will put this in the tens column because this is the highest number of tens I can get with this dice'.

**Extension of this game:** Extend to 3 digit numbers.

T tens	O ones

