

Take Your Places Please

The object of the game is to be the player who wins the most times in ten rounds. This game is for two players.

Materials

- Take Your Places Please Digit Mat for each player
- *Digit Cards 0–9* for each player
- Take Your Places Please Recording Sheet for each player

Directions

1. For each round, agree to make the largest or the smallest number. Decide who will be the leader. Switch leaders after each round.
2. The leader places a shuffled deck of digit cards face down and the other player places his or her set face up. The leader chooses one card from his or her deck and the other player finds the matching card in his or her set.
3. As each card is drawn, place it card in one of the four boxes on the digit mat to make a 4-digit number. You may use the discard box one time during the round, but once a card is on the mat, it cannot be moved.
4. Each player records the number and the base-ten shorthand on his or her recording sheet.
5. Compare your numbers. The player with the larger (or smaller) number earns a point.
6. Remove the cards from the mats and start a new round.
7. After five rounds, players count their points. The player with the most points wins.