Take Your Places Please: 4 Digits

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

Materials

- Take Your Places Please 4-Digit Mat for each player
- 1 set *Digit Cards 0*–9 for each player
- Take Your Places Please: 4 Digit Recording Sheet for each player

Directions

- 1. For each round, players agree to make the largest or the smallest number and decide who will be the leader.
- 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 draws one card from the deck and the other player finds the matching card in his or her set.
- 3. As each card is drawn, each player determines where to place the card on the digit mat to make a 4-digit number. Players may discard a card one time during the round, but once a card is on the mat, it cannot be moved.
- **4.** Each player records the number on his or her recording sheet. Players compare numbers. The player with the larger (or smaller) number earns a point.
- **5.** Players remove the cards from the mats and start a new round.
- 6. After five rounds, players count their points. The player with the most points wins.

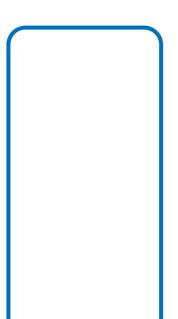
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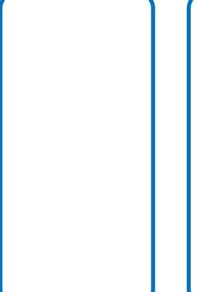
SAB • Grade 2 • Unit 14 • Lesson 6

Date _____

Take Your Places Please 4-Digit Mat

Place your digit cards on the boxes to make the largest or the smallest number.









Workshop: Multidigit Addition and Subtraction

Name	Date
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Take Your Places Please: 4-Digit Recording Sheet (Game 1)

Smallest or Largest?	Number	Did You Win?

Take Your Places Please: 4-Digit Recording Sheet (Game 2)

Smallest or Largest?	Number	Did You Win?