Name _____ Date _____

Spin, Place, and Read

The object of this game is to make the largest (or smallest) number with a set of digits. This is a game for two to thirty players.

Materials

- clear plastic spinner or a pencil and paper clip
- Spin, Place, and Read Recording Sheet

Directions

- Choose one person to be the caller. For each round, the caller will spin the spinner one time for each box on the recording sheet.
- After each spin, record the digit in any one of the boxes. Once a digit is recorded, it cannot be moved.
- After the boxes in each round are filled, draw the number using base-ten shorthand. Read the number out loud.
- The player who makes the largest (or smallest) number wins. Circle the numbers in the rounds that you win.