Draw, Place, and Read

The object of the game is to make and read the largest number with a set of digits. This game is for two to thirty players.

Materials
- 10 cards numbered 0–9 or a set of *Digit Cards 0–9*
- Place Value Chart with millions, thousands, and ones periods

Directions
- Choose one person to be the caller. For each round, the caller will draw seven numbers. Decide ahead of time if the caller will replace each number to the deck after it has been recorded or if each number will be used only once in each round.
- After each draw, players record the digit that was drawn in any column on the first row of the place value chart. Once a digit has been recorded, it cannot be moved.
- After all seven draws, the person who makes and reads the largest number earns a point. Move to the next row on the place value chart for the next round.

Variation
For a challenge, use 8 or 9 draws instead of 7 for each round.

Place Value Chart

Millions Period			Thousands Period			Ones Period		

Name _____ Date _____

Place Value Chart

Millions Period			Thousands Period			Ones Period		