

Name _____ Date _____

Z Play Draw, Place, and Read

N

Play the game Draw, Place, and Read. Use a set of Digit Cards 0–9. Draw 7 blanks on a sheet of paper as shown below.

____, ____ ____ ____, ____ ____ ____

1. A caller will draw 7 digits from the cards.
2. After each draw, players record the digit that was drawn on any of the seven blanks. Once a digit is recorded, it cannot be moved.
3. After all seven draws, the person who makes and reads the largest number earns a point.