

Spin, Roll, and Add!

Play with a partner.

Materials:

- Spinner
- Open paperclip
- Number cube
- Place-value chart

What to Do

On the spinner, use a pencil point to hold the open paperclip as the pointer.

One player chooses a 6-digit number and records it.

The other player:

- Spins the pointer to see which digit will change.
- Rolls the number cube to see how many 1s, 10s, 100s, or 1000s to add.
- Records the addition and writes the number in a place-value chart.

Take turns spinning and rolling to build new numbers.

For example:

Rudy chose 215 488 to start.

Emmy spun Hundreds and rolled 1, so she added 100.

Then, Rudy spun Thousands and rolled 4, so he added 4000.

Start: 215 488
$215\ 488 + 100 = 215\ 588$
$215\ 588 + 4000 = 219\ 588$

Number
Unit 1 Line Master 4b

Spin, Roll, and Add! (cont'd)

