

Spin and Compare

Play with a partner.

Materials:

- Open paperclip as pointer

What to Do

Each of you spins the pointer to create a 5-digit or a 6-digit number.

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Spin once for each digit.

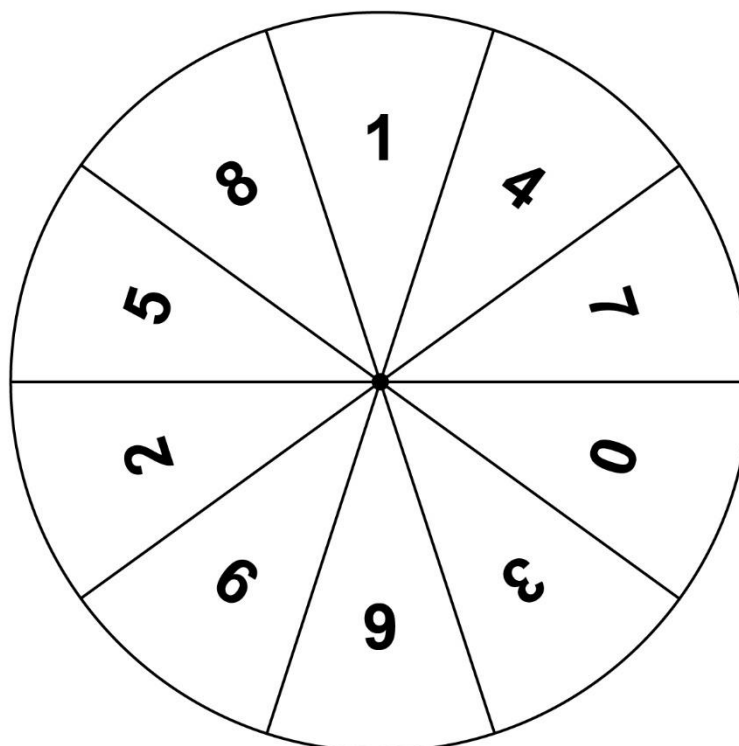
You decide on its place-value position.

Try to create the greatest number you can.

Compare numbers with your partner.

The player with the greater number scores 1 point.

Play until one of you reaches 10 points.



Name_____ Date_____

Number
Unit 1 Line Master 7b

Spin and Compare (cont'd)

Player 1	or	Player 2

Variation:

Score a point when you make a smaller number than your partner.