Spin, Roll, and Add!

**Number**

**Unit 1 Line Master 3a**

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. | Start: 215 488 |
| Emmy spun Hundreds and rolled 1, so she added 100. | 215 488 + 100 = 215 588 |
| Then, Rudy spun Thousands and rolled 4, so he added 4000. | 215 588 + 4000 = 219 588 |
|  |  |
|  |  |

Spin, Roll, and Add! (cont’d)

**Number**

**Unit 1 Line Master 3b**

