Spin and Compare

**Number**

**Unit 1 Line Master 7a**

Play with a partner.

**Materials:**
● Open paperclip as pointer

**What to Do**

Each of you spins the pointer to create 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.



 Spin and Compare (cont’d)

**Number**

**Unit 1 Line Master 7b**

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| Player 1 | or | Player 2 |
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**Variation:**

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