Name	Date

Number Unit 1 Line Master 7a

## **Spin and Compare**

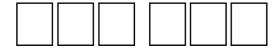
Play with a partner.

## **Materials:**

Open paperclip as pointer

## What to Do

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



Spin once for each digit.

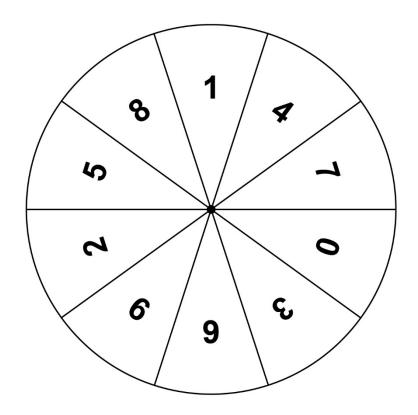
You decide on its place-value position.

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
	1	
	1	

## Variation:

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