

Strand Numeration
Skill Practices comparing numbers

Games Kit Materials (per group)

For Kindergarten: Number Card Deck (number cards 0–9, 2 of each)

For Grades 1 and 2: Everything Math Deck (number cards 0–9, 4 of each)

ENRICHMENT

RETEACHING
AND PRACTICE

Players 2

Object of the game To collect more cards than the other player.

1. One player shuffles the deck and places it with the numbers facedown on the playing surface between the players.
2. Each player draws 2 cards from the deck and uses them to make the largest number possible.
3. The player who makes the larger number takes all the cards.
4. The game is over when all of the cards have been used.
5. The player with more cards wins.

Advanced Version (recommended for Grade 2)

Players draw 3 cards each time. Each player makes the largest 3-digit number possible.

Variations

Players try to make the smallest number possible each time. The player who makes the greater number takes all of the cards. The player with fewer cards at the end wins.

Play a mental-math version of this game. For example, say *I'm thinking of a number with 2 as its first digit and 3 as its second digit. What is my number?* (23) *What would the number be if I reversed the digits?* (32) Continue changing the number. For example, ask *What number comes before that number?* (31) *Now reverse those digits.* (13) *Now add 2.* (15) Continue until it seems appropriate to start with fresh digits. It is sometimes fun to try to get back to the number with which you started the game.