

ACTIVITY IA5.4: Arrow Cards Draw Game with Base-ten Materials

Intended learning: To learn the value of each place. To link quantities and numerals. To read numerals.

Instructional mode: Shorter, rehearsal mode for partners.

⑥ **Materials:** One set of arrow cards for each group.

Description: Place all tens and ones arrow cards face down on the table. Each student draws one arrow card of each colour (one of each place). Students build the number with the arrow cards. Each student reads his or her number and builds the number with base-ten materials. The student with the largest number gets all the arrow cards from both numbers. The winner is the student with the most arrow cards at the end of the game.

Responses, variations and extensions:

- This task is designed to facilitate conceptual understanding of each place in the numeral.
- This task is designed to link the quantitative and symbolic aspects of number (Thomas et al., 2010).
- Extend the activity by including the hundreds arrow cards.
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