

Middle It

Big Idea: Place Value

Suits: Years 1-8

Materials:

Dice (6 or 10 sided)

Recording grid



Instructions: A game for 3 (individuals or pairs)

- Each player throws the dice and chooses a number to write on the game sheet (2 and a 5 could be 25 or 52)
- Player 2 rolls two 3s and writes their number on the game sheet.
- Player 3 does the same and rolls 1 and a 6 unable to middle it themselves they decide that team 1 will middle it. Players rotate the order of throws.
- Best of five wins.

Game	Team 1	Team 2	Team 3
1	25	33	16
2			
3			
4			
5			

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Teacher Notes

It is important for players to rotate who starts to ensure a fair game. After a number of games it is important to discuss the strategies students are using when choosing between the possibilities. Why 25 instead of 52.

Be aware that:

- In the early stages of this activity it is important for students to recognise the order of numbers and paying attention to the student's reasoning for the positioning.

Differentiate the task by:

- Change the place value range to hundreds or hundredths
- Use common fractions

Challenge students by:

- Everyone rolls the dice at the same time.
- Everyone sees each other's dice
- Select a number, secretly write it on a card and share
- Winner has middled it

Guiding Questions:

- *What numbers are you able to make using these digits?*
- *Why did you choose your number?*
- *Would choosing a different number have changed the result?*
- *What numbers do you think are the best to roll? Why?*

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