**Teacher Note:**

**This game can be taught at any time during the unit and used for place value practice.**

**Place It Right**

1. Player A draws a number card (nine cards numbered 1-9). All players enter this number in one of the four spaces on their game card.

2. Once a number is entered on the game card it cannot be moved to another space.

3. Player B draws another card. All players enter this number in one of the three remaining spaces on their game card.

4. Player C draws another card. All players enter this number in one of the two remaining spaces on their game card.

5. Player D (or player A if the group has only three students) draws another card. All players enter this number in the remaining space on their game card.

6. The players compare their answers to see who made the largest 3-digit number.

After 3 rounds of the game have been played, the goal changes to making the smallest number possible.