

Grade 2

Hi-Lo Game

Module 7 - Number Sense and Fractions

Your child is learning to read, write, compare and order numbers to 1,000. He or she is learning the value of 3-digit numbers. There are different ways to think about a number. For example, three hundred forty-two can be expressed in words as well as the following ways: 342; 3 hundreds + 4 tens + 2 ones; 34 tens + 2 ones; 342 ones. Use this activity to help your child learn about numbers to 1,000.

Object of the game:

This is a game that includes the use of logic. The object of the game is to place digit cards on a game board so that three-digit numbers are created and sequenced from least to greatest. When a player is unable to make a number that falls within the range of numbers, he or she loses the game.

Materials:

- Digit Cards
- Hi-Lo Gameboard

Directions:

1. Cut out both sheets of digit cards.
2. Shuffle the digit cards and place the deck face down.
3. Player 1 draws three cards and makes the smallest possible 3-digit number using the cards. For example, if the numbers chosen were 6, 2 and 4, the smallest possible number would be 246.

4. Player 1 places this smallest possible number in the top row on the gameboard. During the game, all numbers created must be greater than this number.

Low	2	4	6
High			

5. Player 2 draws three cards and makes the biggest possible 3-digit number using the cards. For example, if the numbers chosen were 8, 3 and 4, the biggest possible 3-digit number would be 843.
6. Player 2 places this biggest possible number in the bottom row on the same game board. During the game, all numbers created must be less than this number.

Low	2	4	6
High	8	4	3

7. Player 1 draws one digit card and places it on an empty space on the game board. Once a card has been placed, it cannot be moved. **Remember, you are creating numbers on the game board that are sequenced correctly from smallest to largest.**

Low	2	4	6
	1		
High	8	4	3

8. Player 2 then draws one digit card and places it on an empty space on the game board.

Low	2	4	6
	7	1	
High	8	4	3

9. Players take turns drawing one digit card at a time and placing it in an empty space on the gameboard.

10. If a player draws a digit that cannot be placed because it will not be in the correct sequence (it will make a number that is too large or too small), the game ends and the opposing player win.

Questions to ask your child while playing:

- How many tens are in your number?
- How many ones are in your number?
- How many hundreds are in your number?

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Game Board

Low

High

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Digit Cards

0	1	2	3
4	5	<u>6</u>	7
8	<u>9</u>	0	<u>9</u>
8	7	<u>6</u>	5

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Digit Cards

0	1	2	3
4	5	<u>6</u>	7
8	<u>9</u>	0	4
3	2	1	0