Fishing for Digits

Materials	☐ 1 *Fishing for Digits* Record Sheet for each player (*Math Masters*, p. G7; optional)
	☐ 1 calculator for each player
Players	2
Skill	Understanding place value
Object of the Game	To have the larger number after 5 rounds.

Directions

1 Each player secretly enters a 6-digit number into his or her calculator. Zeros may not be used.

2 Player 1 goes "fishing" for a digit in Player 2's number by naming a digit.

3 If the digit named is one of the digits in Player 2's number:

- Player 2 reports the value of the digit. If the digit appears more than once in Player 2's number, Player 2 reports the largest value of that digit in the number. For example, if Player 1 names the digit 7, and Player 2's number is 987,675, then Player 2 would report the value 7,000, rather than the value 70.

- Player 1 *adds* the value of that digit to his or her number.

- Player 2 *subtracts* the value of that digit from his or her number.

4 If the digit named is not one of the digits in Player 2's number, Player 1 adds 0 and Player 2 subtracts 0 for that turn.

5 It is now Player 2's turn to "fish." Reverse the roles of Players 1 and 2 and repeat Steps 2, 3, and 4. When each player has "fished" once, the round is over.

6 The player whose calculator displays the larger number at the end of 5 rounds wins.

Example

Player 1's calculator shows 813296. Player 2's calculator shows 328479.

Player 1 asks: "Do you have the digit 4?"

Player 2 replies: "Yes. The value is 400."

Player 1 adds 400: 813296 ⊕ 400 (Enter) 813696.

Player 2 subtracts 400: 328479 ⊖ 400 (Enter) 328079.

Variation

Begin with a number having fewer than 6 digits.
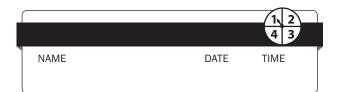
Fishing for Digits Record Sheet

NAME			DATE		TIME	

	Beginning Number	X						
1	New Number							
	New Number							
2	New Number							
	New Number							
3	New Number							
	New Number							
4	New Number							
	New Number							
5	New Number							
	Final Number							

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Fishing for Digits Record Sheet

NAME			DATE		TIME	

	Beginning Number	X						
1	New Number							
	New Number							
2	New Number							
	New Number							
3	New Number							
	New Number							
4	New Number							
	New Number							
5	New Number							
	Final Number							