Number Top-It

Materials	number cards 0–9 (4 of each)			
	☐ 1 Top-It Record Sheet for each player (Math Masters, p. G2)			
	☐ 1 Number Top-It Mat (Math Masters, pp. G3–G4)			
Players	2			
Skill	Understanding place value for whole numbers			
Object of the Game To make the larger 6-digit number.				

Directions

- 1 Shuffle the cards and place the deck number-side down on the table.
- 2 Each player uses one row of boxes on the *Number Top-It* Mat. In each round, players take turns turning over the top card from the deck and placing it number-side up on any one of their empty boxes. Each player takes a total of 6 turns, and places 6 cards on his or her row of the game mat.
- 3 At the end of each round, players read their numbers aloud and compare them. Each player records the comparison on his or her *Top-It* Record Sheet. The player with the larger number for the round scores 1 point. The other player scores 2 points.
- 4 Play 5 rounds for a game. Shuffle the deck between each round. The player with the smaller total number of points at the end of 5 rounds wins the game.

Andy and Barb played Number Top-It. Here is the result of one complete round of play. Hundred- TenThousands Thousands Hundreds Tens Ones Andy Barb Andy And

Barb's number is larger, so Barb scores 1 point for this round, and Andy scores 2 points.

Variation

To play with 3–5 players, use 1 *Number Top-It* Mat (*Math Masters*, pages G3–G4) for every 2 players. Each player uses one row on a mat. Players take turns as above, then all players read and compare their numbers. The player with the largest number for the round scores 1 point, the player with the next-largest number scores 2 points, and so on.

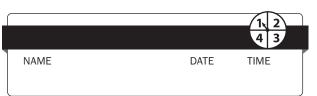


Top-It Record Sheet

Round	Player 1	>, <, =	Player 2
Sample	4 + 6 = 10	<	8 + 3 = //
1			
2			
3			
4			
5			

3

Top-It Record Sheet



Round	Player 1	>, <, =	Player 2
Sample	4 + 6 = 10	<	8 + 3 = //
1			
2			
3			
4			
5			

