

Name: \_\_\_\_\_

**Math Station Contract:  
Place Value 2<sup>nd</sup> Grade**

<b>Activity</b>	<b>Date</b>	<b>Points Earned</b>	<b>What I Learned</b>
<b>1. Race For \$1.00</b> Students roll two dice and take the sum in pennies. Whenever they can trade for a dime, they do so. Play continues until one person reaches \$1.00.			
<b>2. Go For Broke</b> Students start with a raft and then roll dice to determine how many beans or sticks to take away. The winner is the first person who empties his or her board.			
<b>3. Make 100</b> Students roll dice and add that amount to a place value mat using beans, sticks and rafts, trying to be the first to make it to 100.			
<b>4. Spin &amp; Count Books</b> Students spin to determine how many hundreds, tens and ones to stamp and staple sheets to make individual books.			
<b>5. 100s Board Puzzles</b> Matrices of 200 to 299, 300 to 399, etc have been cut apart to make puzzles. Students select the hundred they want to work with to assemble their matrix.			
<b>6 Matrix Madness</b> Students draw clue cards to identify a number on their 100s board and then color that number on their record sheet. The winner is the first person to get ten in a row.			
<b>7 Fill and Count</b> Students choose a container and estimate how many cubes they think will fill it. Then they check to see if they were correct by counting it using place value mats and bear frames and flats.			
<b>8. Blast Off</b> Students roll dice to subtract place value materials from a rocket board. Once the materials are removed, the countdown is complete and the rocket can blast off to Mars.			
<b>9. Place Value Cards</b> Students pick 2 cards from a set of 3 digit numbers recorded on individual cards. They build their two numbers using place value materials, and then sketch and record using a comparison sentence.			
<b>10. Build a Robot:</b> Students fill in squares on a robot using place value materials. The winner is the first person who fills or "builds" his or her robot.			