

Name: _____

**Math Station Contract:
Place Value and +/- Algorithms (3rd)**

Activity	Date	Points Earned	What I Learned
<p>1. Dollar Digit Students roll a number cube and determine whether to take the money in dollars dimes, or pennies. The person who gets closest to \$10.00 wins.</p>			
<p>2. 2001 Enter 2001 and subtract any number between 1-99. The first person to reach 0 is the winner.</p>			
<p>3. Spin to 1000 Students add 10s or 100s to a running total. The winner is the first one to reach 1000.</p>			
<p>4. Travel Down 1001 Enter 101 in calculator. Subtract any number from 10-90. Winner is the first to reach 0.</p>			
<p>5 Yahtzee Students play with traditional rules to see who gets the highest score</p>			
<p>6 Shopping Spree Students use play money and problem cards to add or subtract money totals.</p>			
<p>7. \$100,000 Students roll a number cube and try to be the first to win the \$100,000 bar.</p>			
<p>8. Taxman Students roll 3 dice to add place value materials to a place value board. Every so often they have a tax roll where they roll two dice and subtract that sum from their total. The object is to be the first one who reaches 1000.</p>			
<p>9. Guess My Number Player 1 picks a number from 1000 to 10,000 and writes it down. Player 2 writes down his or her guess. Player 1 gives a clue that the guess is either higher or lower. Play continues until Player 2 guesses and then they switch roles.</p>			
<p>10. Just Don't Go Over Students start at 0 on a calculator. Then they add any number from 100 to 199. The object is to try to be the first person who gets to 10000 without going over.</p>			