

Learning Objective: To use knowledge of place value to solve problems involving numbers.



Talk to your partner:
Which do you think is
the odd one out and why?

25 16 7 144

3	2	8	2
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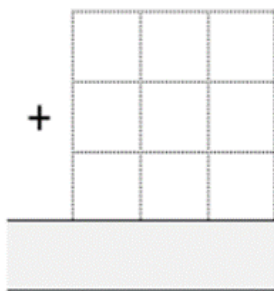
Get 1000!



Who can beat their partner and
get closest to 1000?

Game 1

Each of you draw an addition grid like this:



Throw the dice nine times each until all the cells are full.

Whoever has the sum closest to 1000 wins.

- Use subtraction to then find the difference between your number and 1000 i.e. who is closest.
- Keep a running total of how far off 1000 you have been.

