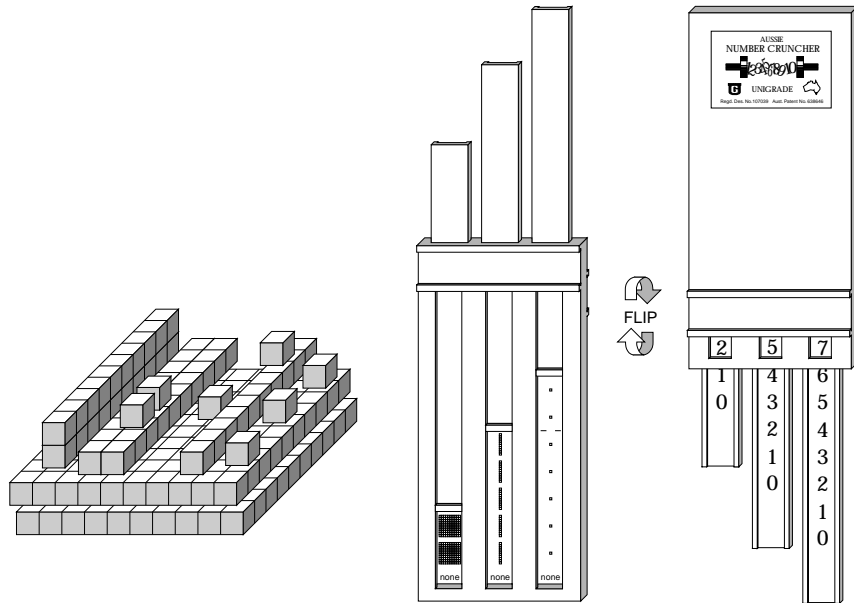


Place Value - Tallying M.A.B.

Now your students will have a better opportunity to see the vital link between concrete and abstract.



The Number Cruncher will lock M.A.B. into place value for your students.

Activity

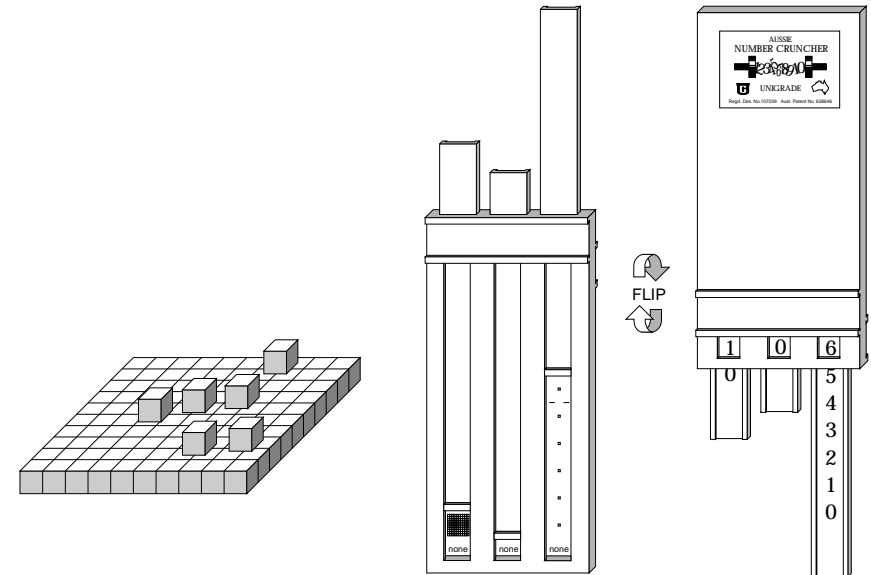
Set up different quantities of M.A.B. blocks at a number of stations. At each station write the correct total on a card and turn it upside down. Groups of students, each with a Number Cruncher, rotate around the stations. At each station each student tallies the M.A.B. blocks on the front of their Number Cruncher. When all the students in the group have tallied, they flip their number Crunchers to the digits and check with the answer card.

Game

Students work in threes and rotate tasks. One student sets up M.A.B. blocks while the others turn away. On the word 'Go!' the other students tally the blocks on the M.A.B. side of their Number Crunchers. The first to show the correct digital form on the back wins a point. The student with the most points after fifteen turns is the winner.

Place Value - Zero as a Place Holder

Your students will be better able to see and understand the need to use zero as a place holder.



Activity

In front of the class drop M.A.B. blocks in any order into a container. Make sure the total will involve one or two zeros. Students tally the blocks on the M.A.B. side of their Number Cruncher then flip it and write the total displayed. Check answers by counting the M.A.B. in the container.

Game

Two students take turns to throw a die and add the number to the front of their Number Cruncher. The first to reach 100 wins. Students must throw the exact number to exchange ones for tens and tens for hundreds i.e. if a student has nine ones they would have to throw a one to be able to move on and exchange ten ones for a ten. After each turn a student must show the other student their digital total on the back of their Number Cruncher. If they forget to show a zero they miss a turn.