

Trading Up – Base 10 Edition

Thousands		Hundreds		Tens		Ones	

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Whole Class Play

Materials

- Ten frames (your own or labeled from this kit)
- Magnetic base 10 blocks
- Large 10-sided dice (0-9)

Set up

- Cut out ten of each coin and bill
- Put a magnet on the back of each coin or bill
- Cut out the ten frames
- Put magnets on the back of each
- Display the 1s, 10's, 100's and 1000s ten frames
- Display the base 10 pieces near the ten frames

Introduction

- Gather the class where they can see the display
- Ask the students what they notice about the money on the board
- Review the value of each coin and bill

Play

1. At the start of each session roll the dice to determine how many ones need to be added to the board
2. Add the ones to their ten frame
3. If the ten frame is full it's time to "TRADE UP"
4. "TRADE UP" procedure
 - a. Remove all of the coins or bills from the ten frame and exchange them for one of the next largest coins or bills
 - b. Place the coin or bill you traded for in the ten frame
5. Repeat the TRADE UP procedure for any ten frames that need it
6. On the board write down how many 1's, 10's, 100's and 1000's are in the collection
7. On the board write down the dollar value of each set of ten frame
8. Add up the total value of the collection

Extension

- Add decimals, shifting every thing to the right one space so the 1s cubes are now tenths.

Adaptations

- Use 6 sided dice
- Add a number line and place value chart
- Play with fewer places

Partner Play

Materials

For each player:

- Ten frames
- Base 10 blocks or cut outs
- 10-sided dice (0-9)
- Student white boards

Set up

- Print and cut out or hand out 10 of each base ten block per player
- Print and cut out one of each ten frame per player
- Put all materials in a small container or storage bag for each player

Introduction

- Gather the class where they can see the display
- Ask the students what they notice about the blocks and ten frames
- Review the value of each block

Play

1. Players lay out their ten frames in front of them selves and put all of the base ten pieces in the middle
2. Students take turns to roll the dice and add ones to their ten frame
3. If the ten frame is full it's time to "TRADE UP"
4. "TRADE UP" procedure
 - a. Remove all of the base ten pieces from the ten frame and exchange them for one of the next largest base ten peice
 - b. Place the base ten piece you traded for in the ten frame
5. Repeat the TRADE UP procedure for any ten frames that need it
6. Students keep a running total of their collection including how many of each coin they have on their white board
7. First student to fill their 1000's board wins or if time runs out student with the greatest total wins.

Extension

- Add decimals, shifting every thing to the right one space so the 1s cubes are now tenths.

Adaptations

- Use 6 sided dice
- Add a number line and place value chart
- Play with fewer places

Independent Play

Materials

For each player:

- Ten frames
- Base ten blocks or cut outs
- 10-sided dice (0-9)
- Student white boards

Set up

- Print and cut out or hand out 10 of each base ten block per player
- Print and cut out one of each ten frame per player
- Put all materials in a small container or storage bag for each player

Introduction

- Gather the class where they can see the display
- Ask the students what they notice about the blocks and ten frames on the board
- Review the value of each base ten piece

Play

1. Player lays out their ten frames in front of them selves and put all of the base ten pieces beside the ten frames
2. Students take turns to roll the dice and add ones to their ten frame
3. If the ten frame is full it's time to "TRADE UP"
4. "TRADE UP" procedure
 - a. Remove all of the base ten pieces from the ten frame and exchange them for one of the next largest base ten piece
 - b. Place the base ten piece you traded for in the ten frame
5. Repeat the TRADE UP procedure for any ten frames that need it
6. Students keep a running total of their collection including how many of each coin they have on their white board
7. Play until the hundreds ten frame is filled or time runs out record the final total

Extension

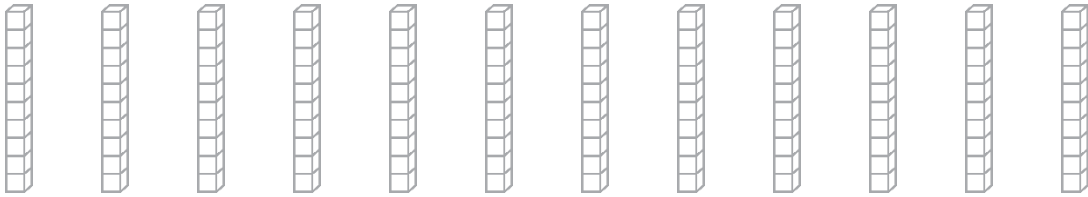
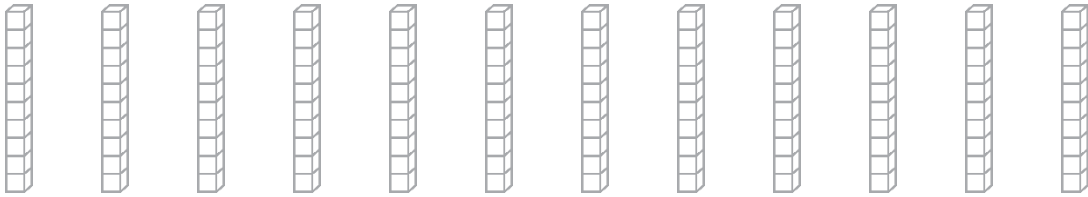
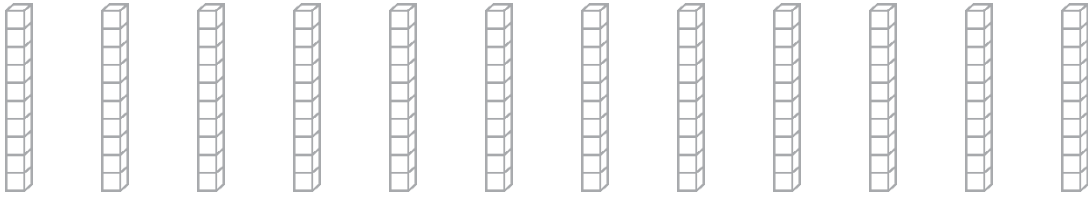
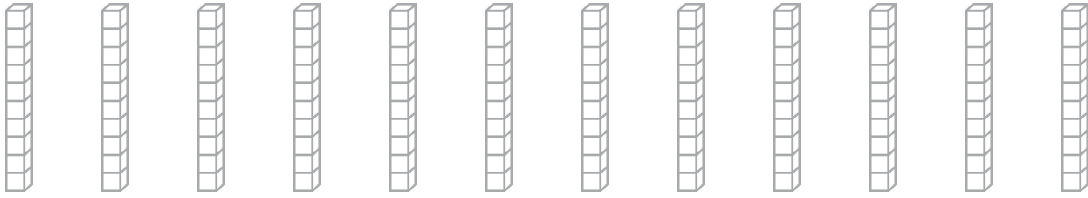
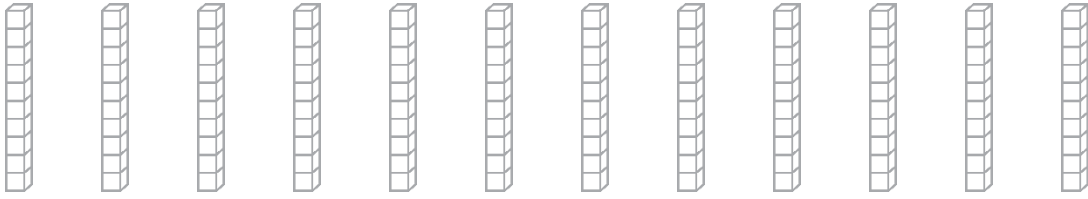
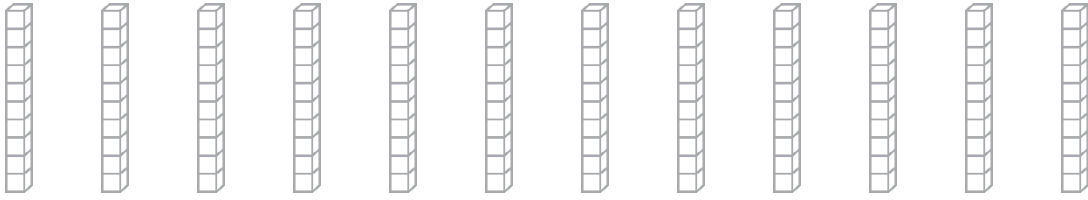
- Add decimals, shifting everything to the right one space so the 1s cubes are now tenths.

Adaptations

- Use 6 sided dice
- Add a number line and place value chart
- Play with fewer places

Print 10 Frames on WHITE paper

Print the rods on YELLOW paper



Print all of the flats on GREEN paper

