

PLACE VALUE IN 2-DIGIT NUMBERS

TO PLAY THIS GAME YOU NEED:



AIM: To win the most of 5 rounds.

HOW TO PLAY: Decide whether you are Player 1 or 2. Shuffle the number cards and place them face down in a pile. Flick or push a counter from the fingertip icon, aiming for any of the circles above it. Make a note of the circle that your counter lands on, as it will determine who wins the round.

Now take turns to pick a card from the top of the pile and write it in any of your boxes for Round 1 – do this two times each to fill both boxes. Read your numbers carefully then check the flicked counter to see who has won Round 1. Repeat for Rounds 2 to 5 and keep a tally of your wins.

To win the round your number must be the:



Use a pencil so you can erase and play again.



PLAYER 1

Round 1		
Round 2		
Round 3		
Round 4		
Round 5		

PLAYER 2

Round 1		
Round 2		
Round 3		
Round 4		
Round 5		

Dig's Questions:

1. Make the largest 2-digit even number using any two of the digits 3, 5 or 6.
2. Make the smallest 2-digit odd number using any two of the digits 5, 6 or 7.



Challenge:

Play the game again but this time you can write your numbers in your **or** your opponent's columns. Talk about how you can block your opponent from winning. Try writing your own questions similar to questions 1 and 2. Make sure you include the answers!

Dig's Tips:

“ Column headings are not included in this game because it is important to learn to recognise the place value of each digit in a number. Answer questions like: “What is the place value of the digit 5 in the number 45?” “How can you make sure you get an even number when playing this game?” ”



Available now

Primary School Maths Activities & Games

(Years 1 - 6)

Over 400 curriculum-aligned maths games providing an engaging and fun way for children to practise the maths skills learned in class

- Supporting **every** Number target in Year 1 to 6
- Easily incorporated into existing lesson plans
- Children play **face-to-face**, playing and learning **together**
- Use in class or as home-learning exercises
- Available in year-group, key stage, and individual topic packs

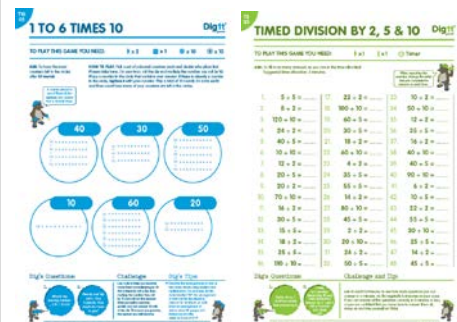


2, 5 & 10 Times Table Games, Activities & Assessments

[<downloadable pdf resource>](#)

A comprehensive and engaging system of games and assessments that steadily progresses children through these first times tables.

- Containing times-table and division exercises to help establish all-important links between multiplication and division
- Assessments and Progress Trackers are included
- Activities refer to all previous tables so knowledge is constantly refreshed



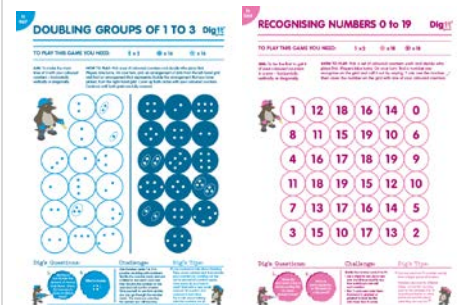
Reception Games & Activities

[<downloadable pdf resource>](#)

Helping Reception teachers make children's introduction to maths an enjoyable and fun experience.

Focusing on:

- Number recognition
- Counting & estimating
- Simple addition & subtraction
- Number bonds



Dig1t Deals - Metrics card game (age: 7+)

A card game that requires players to convert different units of measurement and practises children's multiplication and division skills.

Measurements include decimals and fractions!

- **Length:** Millimetres (mm), centimetres (cm) and metres (m)
- **Weight:** Kilograms (kg) and grams (g)
- **Capacity:** Millilitres (ml) and litres (l)



Coming soon

All the times-tables!

The 2, 5, and 10 times table activities and assessments are available now and provide an enjoyable and engaging beginning to the times tables.

The **3-4**, **6-9**, and **11-12 times tables** will become available throughout the year.

Free Resources (dig1t.com/game-resources)

Free maths activity ideas (Reception to Year 4) <[downloadable pdf resource](#)>

These handy documents are packed full with ideas of games that can be played with just counters, dice and number cards.

Simple ideas played with simple resources that help to strengthen children's understanding of the foundational number concepts learned at school – and free to download and use!

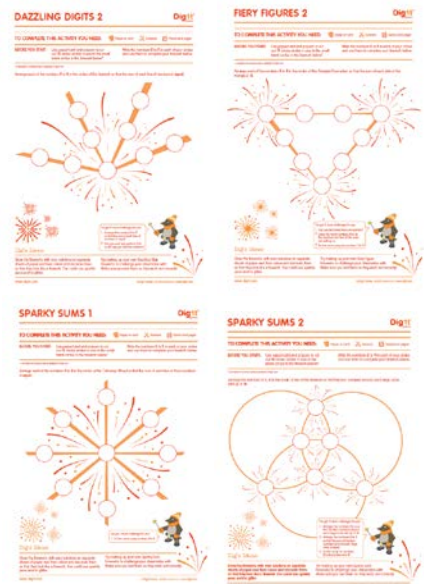


Free Firework Activity Sheets

<[downloadable pdf resource](#)>

Eight downloadable maths activities for fireworks season!

- Investigate different solutions to a series of challenges.
- Using all the operations to discover and explore number patterns
- Deepens children's understanding of numbers.
- A template of number-circles is available so that children can quickly move the numbers to solve the challenges



Number Cards template A PDF file for printing your own 0 to 20 number cards onto A4 card.

Number lines & Number Circles

Lines: 0 to 10, 0 to 20, 0 to 5 (including $\frac{1}{2}$'s), 0 to 5 (including 0.5's), blank number lines

Circles: 0 to 9 – for use with our Firework activity sheets.

Score sheets To note down your scores as you play.

Game indexes & guides The indexes and guides included in the year-group game folders are available to download and print in A4 or A3 format.

Introducing Dig1t Games for homework A fully editable Word document introducing the games to parents/carers.

Raise funds using Dig1t Games Use Dig1t Games to encourage maths practice at home and raise funds by selling the simple resources required to play the games.