



Higher number game

This is a game based on an idea from NRICH and doubtless other sources. It helps the child practise using place value and identifying which of two number is higher. The game will also encourage the child to develop independent thinking. For example, is it better to be go first or to go second?

You will need a ten-sided die with faces showing 0, 1, 2, ... 9. If you don't have this you can improvise with ten playing cards, using 1 to 9 and perhaps the joker or a picture card for 0.

The game is for two players. Make two grids as shown:

Name _____

Name _____

| | | |
|----------|----------|----------|
| H | T | O |
| | | |

| | | |
|----------|----------|----------|
| H | T | O |
| | | |

Each grid is for one player. Write the names above so that you are clear which is whose.

The players go in turn. On each turn, the player roles the die to get a number. They then write this in an empty square in their grid. This is the end of their turn and it is the turn of the other player.

After each player has had three turns, each grid will have a 3-digit number. The winner is the player with the higher number.

For example,

| Turn | 1 st player rolls | 1 st player column | 2 nd player rolls | 2 player column |
|------|------------------------------|-------------------------------|------------------------------|-----------------|
| 1 | 6 | H | 5 | T |
| 2 | 4 | T | 1 | O |
| 3 | 8 | O | 8 | H |

Name First player _____

| | | |
|----------|----------|----------|
| H | T | O |
| 6 | 4 | 8 |

Name First player _____

| | | |
|----------|----------|----------|
| H | T | O |
| 8 | 5 | 1 |

The second player has won.

If the child will benefit from thinking more deeply, you can encourage them to think about strategy. For example, if they roll a high number first, is it best to put this in H, T, or O? And why? What if they roll a 6 first? Or you can just play it as a game!