



Number Top-It

- Materials**
- number cards 0–9 (4 of each)
 - 1 *Top-It* Record Sheet for each player (*Math Masters*, p. G2)
 - 1 *Number Top-It* Mat (*Math Masters*, pp. G3–G4)
- Players** 2
- Skill** Understanding place value for whole numbers
- Object of the Game** To make the larger 6-digit number.



Directions

- 1 Shuffle the cards and place the deck number-side down on the table.
- 2 Each player uses one row of boxes on the *Number Top-It* Mat. In each round, players take turns turning over the top card from the deck and placing it number-side up on any one of their empty boxes. Each player takes a total of 6 turns, and places 6 cards on his or her row of the game mat.
- 3 At the end of each round, players read their numbers aloud and compare them. Each player records the comparison on his or her *Top-It* Record Sheet. The player with the larger number for the round scores 1 point. The other player scores 2 points.
- 4 Play 5 rounds for a game. Shuffle the deck between each round. The player with the smaller total number of points at the end of 5 rounds wins the game.



Example

Andy and Barb played *Number Top-It*. Here is the result of one complete round of play.

	Hundred- Thousands	Ten- Thousands	Thousands	Hundreds	Tens	Ones
Andy	$\begin{array}{ c } \hline 6 \\ \hline 9 \\ \hline \end{array}$	$\begin{array}{ c } \hline 4 \\ \hline 8 \\ \hline \end{array}$	$\begin{array}{ c } \hline 5 \\ \hline 5 \\ \hline \end{array}$	$\begin{array}{ c } \hline 2 \\ \hline 2 \\ \hline \end{array}$	$\begin{array}{ c } \hline 0 \\ \hline 0 \\ \hline \end{array}$	$\begin{array}{ c } \hline 1 \\ \hline 1 \\ \hline \end{array}$
Barb	$\begin{array}{ c } \hline 9 \\ \hline 6 \\ \hline \end{array}$	$\begin{array}{ c } \hline 7 \\ \hline 2 \\ \hline \end{array}$	$\begin{array}{ c } \hline 3 \\ \hline 8 \\ \hline \end{array}$	$\begin{array}{ c } \hline 5 \\ \hline 5 \\ \hline \end{array}$	$\begin{array}{ c } \hline 2 \\ \hline 2 \\ \hline \end{array}$	$\begin{array}{ c } \hline 4 \\ \hline 9 \\ \hline \end{array}$

Barb's number is larger, so Barb scores 1 point for this round, and Andy scores 2 points.



Variation

To play with 3–5 players, use 1 *Number Top-It* Mat (*Math Masters*, pages G3–G4) for every 2 players. Each player uses one row on a mat. Players take turns as above, then all players read and compare their numbers. The player with the largest number for the round scores 1 point, the player with the next-largest number scores 2 points, and so on.

