

# The Place Value Game

Each Friday Ms. Descartes' class plays the Place Value Game. Each student has 3 cards. Each card has a random 5-digit number on it. Ms. Descartes pulls a number from 1-9 from a hat and the students find the value of her number on all of their cards. The student with the highest total score wins.

Here's an example:

If a card contains the number 47229 and Ms. Descartes picks a 7, the card is worth 7000 points. If she picks a 2, it's worth 220 points. p-->

Sylvia has the following cards:



If Ms. Descartes pulls a 3, how many points will Sylvia have?

What digit does she hope Ms. Descartes will pull next week so that she will have the highest possible score?

Extra:

Sylvia's friend Carina has these cards:



What's one digit that Ms. Descartes could pull next week that would give Carina a higher score than Sylvia? (Remember that both Sylvia and Carina have to compare scores using the number Ms. Descartes draws.)

## **Answer Key**

If Ms. Descartes pulls a 3, Sylvia will have 6,003 points. Sylvia hopes Ms. Descartes pulls a 4 next week.