
Math Mammoth Place Value 2

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Introduction

Math Mammoth Place Value 2 is a worktext dealing with three-digit numbers, or with the place values ones, tens, and hundreds.

The first lessons present three-digit numbers with hundred-flats, ten-pillars, and one-cubes. The child practices separating three-digit numbers to the different “parts”: hundreds, tens, and ones. Number lines will help visualize the numbers and build number sense. These lessons provide the basis for understanding three-digit place value.

The lesson **Skip-Counting Practice** shows how to add or subtract a ten: you look at the tens digit in the number, and add or subtract 1 from it. In counting practice, emphasize the similarity to numbers that are less than 100. For example, in counting by fives from 305, the sequence is essentially the same as if counting by fives from 5, but just with the “three hundred” added each time.

The lesson **Which Number is Greater** has very simple exercises about comparing. Then, the **Comparing Number and Some Review** lesson has further practice plus some more advanced exercises. For example, the student compares sums, and finds a number for the empty line so that the comparison sentence is true. This lesson also has a fun domino game where students build three-digit numbers and try to get them as close as possible to a given whole hundred.

We also study bar graphs and pictographs.

This book is best followed by *Place Value 3*.

- At <http://www.homeschoolmath.net/worksheets/number-charts.php> you can create different kinds of number charts for free

I wish you success with math teaching!

Maria Miller, the author

Helpful Resources on the Internet

Use these free online resources to supplement the “bookwork” as you see fit.

You can access an up-to-date online version of this list at

www.mathmammoth.com/weblinks/place_value_2.htm

Base 10 Blocks from National Library of Virtual Manipulatives

Place enough hundred-flats, ten-sticks, and one-blocks to the work area to show given numbers. Choose “Columns = 3” to restrict the program to three-digit numbers.

http://nlvm.usu.edu/en/nav/frames_asid_152_g_1_t_1.html?from=category_g_1_t_1.html

Base 10 blocks applet

Drag 100-flats, 10-rods, and 1-squares into a working space. Hammer them to smaller pieces or glue them together to form larger pieces. Includes lesson plans for all four operations.

<http://ejad.best.vwh.net/java/b10blocks/b10blocks.html>

Place Value to Thousands

Multiple choice questions; help the duck swing his golf club.

<http://www.toonuniversity.com/flash.asp?err=496&engine=5>

Cookie Dough

Either spell the number in words or write the digits.

<http://www.funbrain.com/numwords/index.html>

Inequalities

Arrange the digits to make two numbers so that the comparison is true. Use six digits for two 3-digit numbers.

<http://www.primarygames.co.uk/PG5/Inequal/sideequal.html>

Naming Numbers

These pages teach number naming skills covered in K8 math courses. Each page has an explanation, interactive practice and challenge games about naming numbers.

<http://www.aaamath.com/B/nam.htm>

Mostly Postie

Drag the parcel onto the scales, then enter the value shown to deliver your letter or parcel. Practices counting in 10s and 100s

<http://www.ictgames.com/mostlyPostie.html>

Helipad Hops

Read the “number” of the SOS message, add/subtract to make it the nearest whole ten, and click on the whole ten helipad where the helicopter should land.

<http://www.ictgames.com/helipad%20hops7.html>

Place Value at AAAMath.com

Read, practice, and play with 3-digit numbers.

<http://www.aaaknow.com/plc21ax2.htm>

Place value puzzler

Place value or rounding game, click on asked place value in a number or type in asked rounding.

<http://www.funbrain.com/tens/index.html>

Line Dry Game

Fill in a missing number on the clothes line based on different skip counting patterns.

www.fuelthebrain.com/Game/play.php?ID=15

Sample worksheet from

www.mathmammoth.com