

Place Value SAFARI

Introduction

Place Value Safari is a game set in a colorful jungle where a hungry tiger prowls. Players take one of four safari boards, which they must fill with Base 10 units and rods if they are to escape from the tiger. To do this, they complete a variety of simple math tasks as they move along the game board. The first player to collect all ten rods and cover his/her board is the winner.

Learning Objectives

Students will learn about adding and subtracting in tens, the language of exchange and grouping in tens.

Contents

1 Jungle Playing Board	40 Base 10 Units
4 Safari Boards	40 Base 10 Rods
15 Jungle Cards	1 Base 10 Flat
4 Counters	Instructions
2 Six-Sided Dice	

How To Play (2–4 Players)

1. Each player chooses a Safari Board and a counter. Players then place their counters on **START**. The Jungle Cards are shuffled and placed face down in a pile to the side of the board. The Base 10 material is similarly placed in a central pool.

2. In turn, players throw just one of the dice (2 dice are needed for some of the Jungle Cards) and move their counter that number of spaces, clockwise around the track.

3. If they land on a space containing an addition or subtraction problem, they work out the answer and take that many units.

If they land on a **Hide!** space, all of the players must count the number of rods and units on their boards and quietly say the total aloud (they don't want the tiger to hear them!). For example, "I have 4 ten rods and 5 units—that makes 45 altogether." The player with the smallest number wins a ten-rod. Play then continues in the normal way.

If they land on a **Jungle Card** space, they must take the top card and follow the instructions.

Cards featuring the word **Escape** should be kept by the player and used later to avoid losing rods or units. All other cards are simply returned to the bottom of the pile.

If they land on a **Miss a Turn** space, they forfeit their next turn.

4. When players have 10 units, they must exchange them for a ten-rod and place the rod on their Safari Board. It is a good idea to encourage players to say what is happening out loud to reinforce the concept of exchange.

5. Each time the players pass **START**, they win an extra ten-rod.

6. The first player to fill his/her board with 10 ten-rods is the winner. They may exchange their 10 ten-rods for the 1 one-hundred-flat.

