

PLACE THE NEGATIVE! 3 DIGIT GAME

Place The Negative! is a fun negative number comparing game which relies on both luck and skill to get the highest or lowest value negative number. It is great for helping to develop an understanding of negative number place value.

Level of difficulty: ①

Number of players: 2+

Learning: Negative numbers to 666 or 999; comparing negative numbers.

You will need

- 1 dice (preferable ten-sided, but 6-sided will work)
- Each player will need a copy of the Place The Negative board (each sheet has 2 boards)
- A pencil or pen for each player



Instructions

- Each player starts off using the first row (Game 1) on their Place The Negatives grid board. You can use the board for a total of 6 games.
- Players take turns to roll the dice. Each player needs to write the number on the dice on their current place value grid into any position (hundreds, tens or ones) to try to get the biggest number possible.
- Once all the players have rolled the dice, it is handed back to the first player who rolls it for a second time and writes the digit on the current row of their place value grid into any free position to try to get the biggest number.
- This carries on until all the players have filled their current grids (after their 3rd turn).
- The winner is the player with the lowest value number once all the players have had their third throw of the dice. They can add a tally to their score box on their grid.
- The play can then start again on a new row of their place value grid.
- The overall winner is the player with the highest score once all the 6 games have been played.
- **Note:** once a number has been written onto the grids, it cannot be changed and moved!

Variations

- Alternative winning strategies:
 - Highest value number wins
 - The player closest to a chosen target number (e.g. -500) is the winner.
- Alternative playing strategy:
 - Throw 3 dice at a time and arrange the numbers any way you choose to make the lowest value number. This method is a much quicker way of playing.


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Example of play

1st turn

Player 1 rolls a 5 and writes the digit in the hundreds column of their Game 1 board.

Player 2 rolls a 2 and writes the digit in the ones column of their Game 1 board.


PLAYER 1			
	5		


PLAYER 2			
			2

2nd turn

Player 1 rolls a 6 and writes the digit in the tens column of their board.

Player 2 rolls a 3 and writes the digit in the tens column.


PLAYER 1			
	5	6	


PLAYER 2			
		3	2

3rd turn

Player 1 rolls a 2 and writes the digit in the ones column.

Player 2 rolls a 6 and writes the digit in the hundreds column.

PLAYER 1			
	5	6	2

PLAYER 2			
	6	3	2

Final numbers:


Player 1 has -562


Player 2 has -632.


Player 2 is the winner because they have the lowest number. They score 1 point.


Now both players are ready to start Game 2 on their boards.


PLACE THE NEGATIVE


GAME 1	HUNDREDS	TENS	ONES
			

GAME 2	HUNDREDS	TENS	ONES
			

GAME 3	HUNDREDS	TENS	ONES
			

GAME 4	HUNDREDS	TENS	ONES
			

GAME 5	HUNDREDS	TENS	ONES
			


GAME 6	HUNDREDS	TENS	ONES
			





SCORE


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PLACE THE NEGATIVE


GAME 1	HUNDREDS	TENS	ONES
			

GAME 2	HUNDREDS	TENS	ONES
			

GAME 3	HUNDREDS	TENS	ONES
			

GAME 4	HUNDREDS	TENS	ONES
			

GAME 5	HUNDREDS	TENS	ONES
			

GAME 6	HUNDREDS	TENS	ONES
			



SCORE

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