

Use a die, a deck of cards 1-9, or the spinner below with a paperclip to "roll" 1 digit at a time.

Roll a total of 8 digits, placing a digit in each box (2 of the digits go into the Junk-It bin)

JUNK-IT! 3 Digit Addition (or subtraction)

Carry over? (+)
Or Borrow? (-) _____

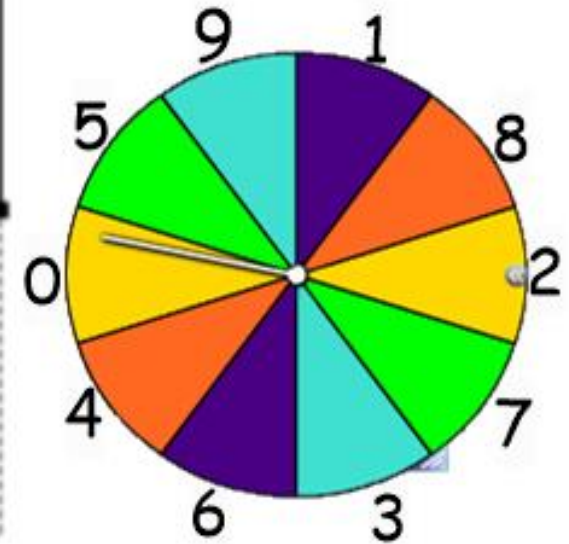
Carry over? (+)
Or Borrow? (-) _____

Borrow? (-) _____



+ or -
(circle)

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Roll 4 digits total – you only get to “junk” 1 number. Make the largest possible number

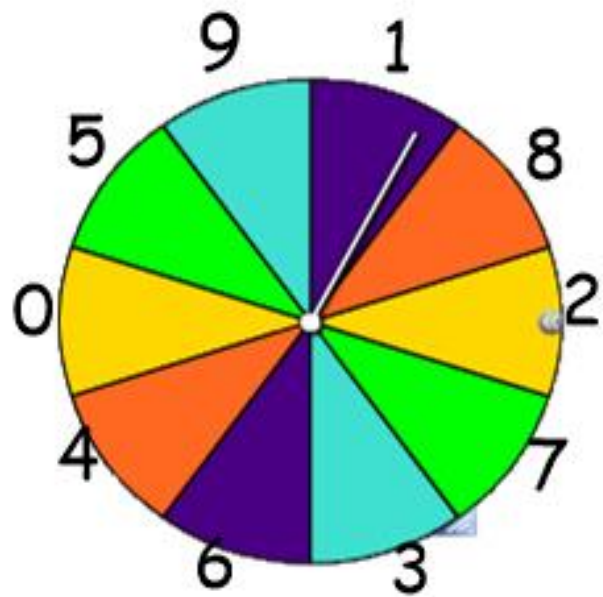
My score:	Partners Score:
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Junk-It!

(3 digit place value)



hundreds	tens	ones
_____	_____	_____



JUNK-IT! Rules

- 1+ players
- Playing board
- dice or spinner
- Whiteboard pens and erasers

This game is easily adapted for other outcomes. Examples include:

- simply making a 2 or 3-digit number
- double or triple digit addition or subtraction
- add a decimal to practice adding and subtracting money or decimals

So many possibilities just by using a slightly different template.

Objective: be the person with the largest number at the end of the turn.

How? By rolling a die or spinning a spinner. Every time the die is rolled, every player must decide where they are putting that digit on their own board. E.g. if a 6 is rolled, you would want to put that number in the tens place to end up with a large sum. Once a number is placed, it cannot move afterwards.

At some point, if a digit is rolled that you don't want to use, you may trash that number. Once a number is trashed, it may not move out into play.

Game continues until each spot is full AND the junk it bin is full. At the end, you compare answers with the other players, the person with the largest number in the end gets a tally for that round!

e.g. if I'm playing the 3-digit place value version and I roll a 5 first, I would probably put it in the hundreds place. The player next to me might put it in the 5s place hoping for a six next. If a 1 is rolled next, I would probably junk it.



The image shows a game board for 'Junk-It!' with a 3-digit place value version. The board has three columns labeled 'hundreds', 'tens', and 'ones'. The 'hundreds' column contains the number '5'. Above the board are two boxes for 'My score:' and 'Partners Score:'. To the right is a trash bin labeled '1' with 'JUNK-IT!' written vertically next to it.

hundreds	tens	ones
5		