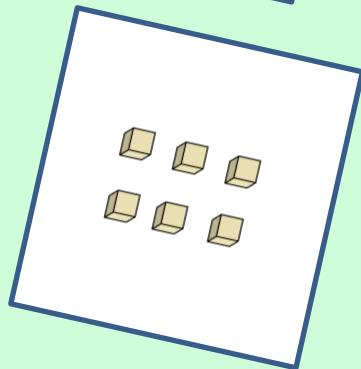
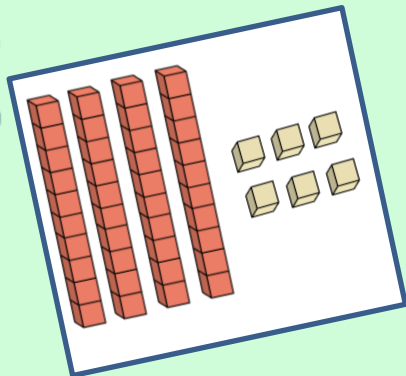
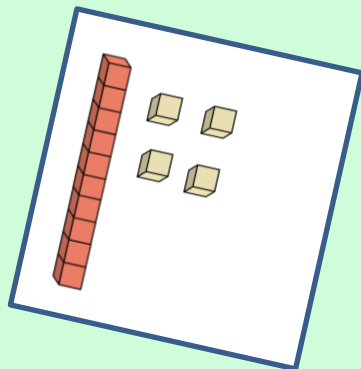
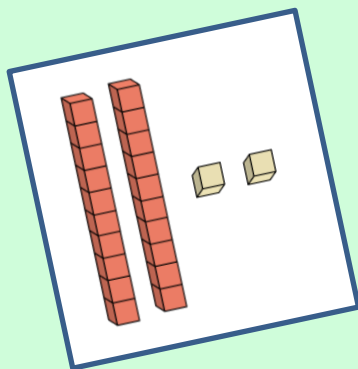


4 to Score!



14	5	28	10
46	31	18	20
6	44	1	11
22	16	24	41

A Place Value Game

4 to Score! is a Bingo-style game created to help students practice place value (Common Core Standard 1.NBT.2) by matching images of Base Ten blocks with the corresponding numerical values. Very simple - minimal prep - use practice sheets as quick formative assessments.

This file contains:

- Base Ten block cards 1-48 (print 1 set to project on large screen for whole class, or multiple copies for smaller group/individual play)
- 25 different game boards (for whole class, small group, or centers)
- 1 Blank game board
- 4 Follow-up practice sheets

Print and laminate boards. Laminate and cut cards. Paper-saving tip: print boards 2 to a page (smaller).

33

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©Ms 2014

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©Ms 2014

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©Ms 2014

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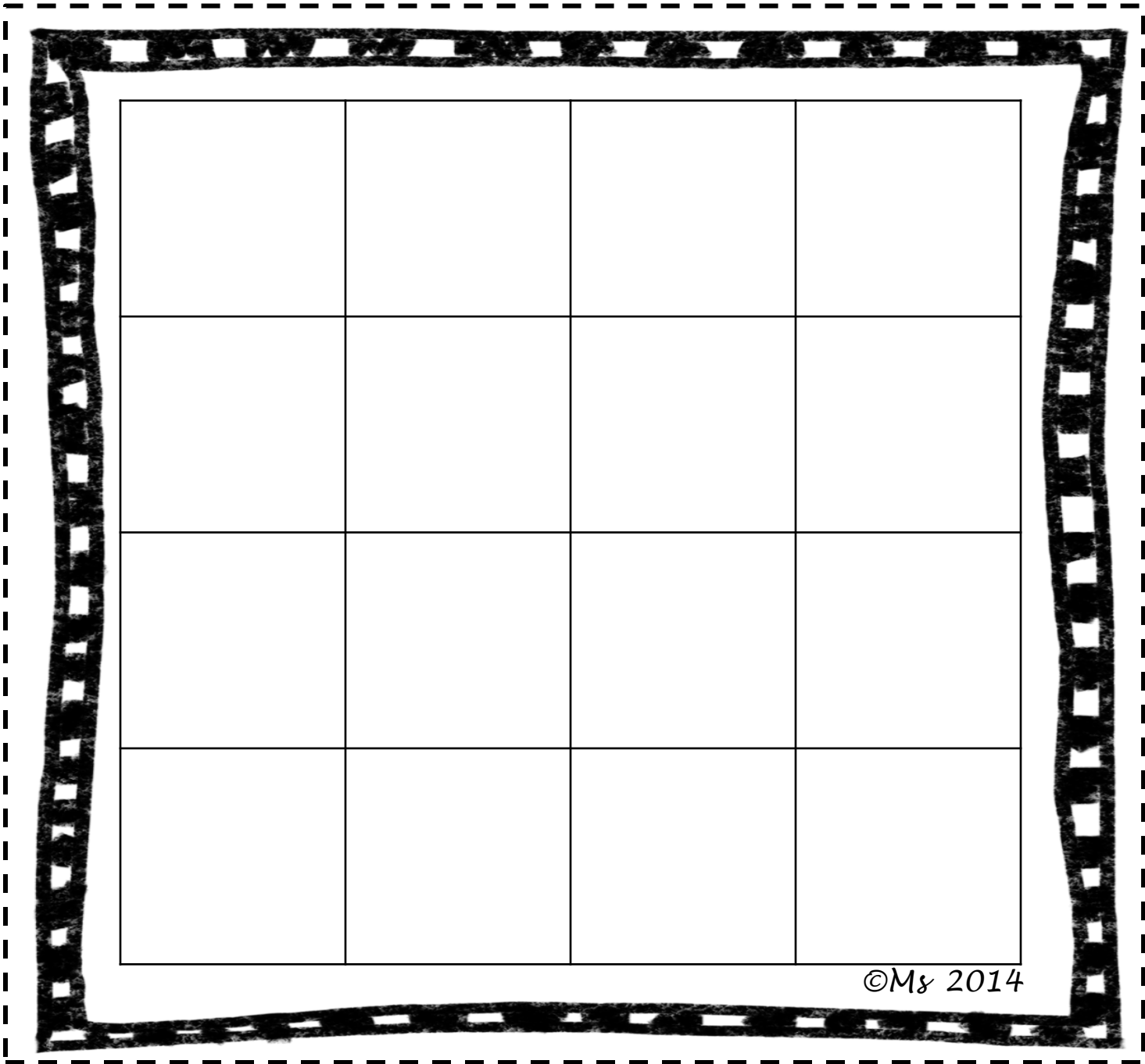
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2




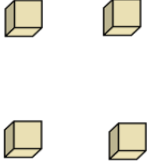
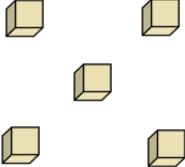
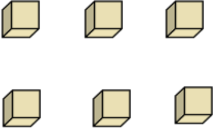
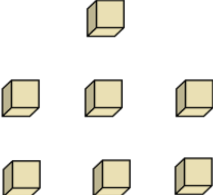
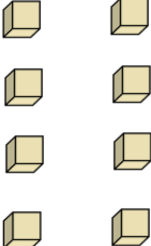
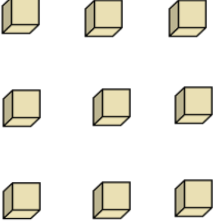
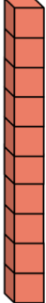
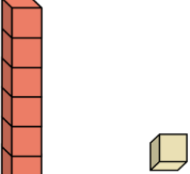
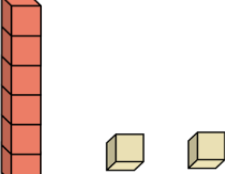
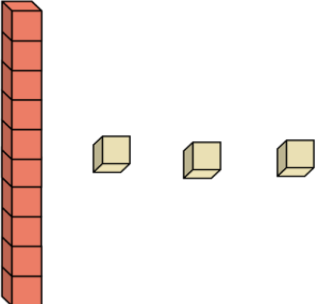
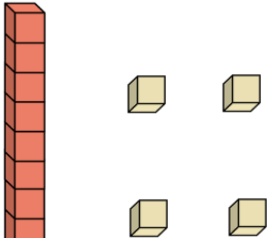
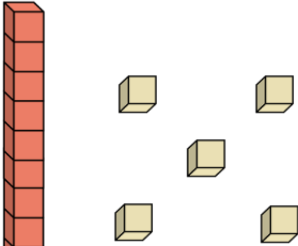
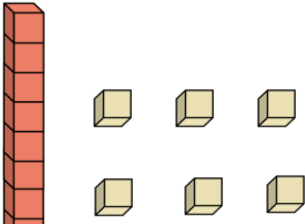
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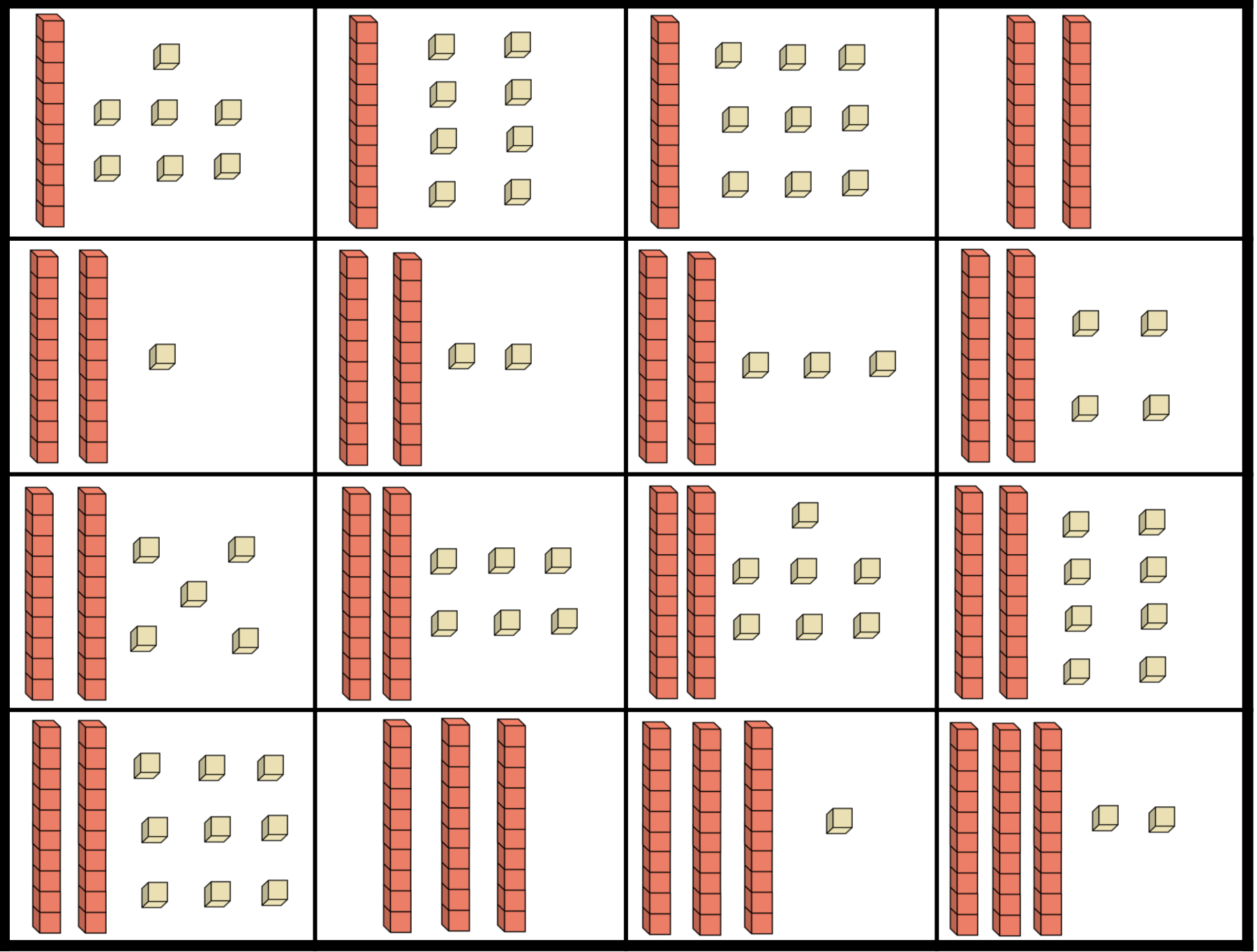
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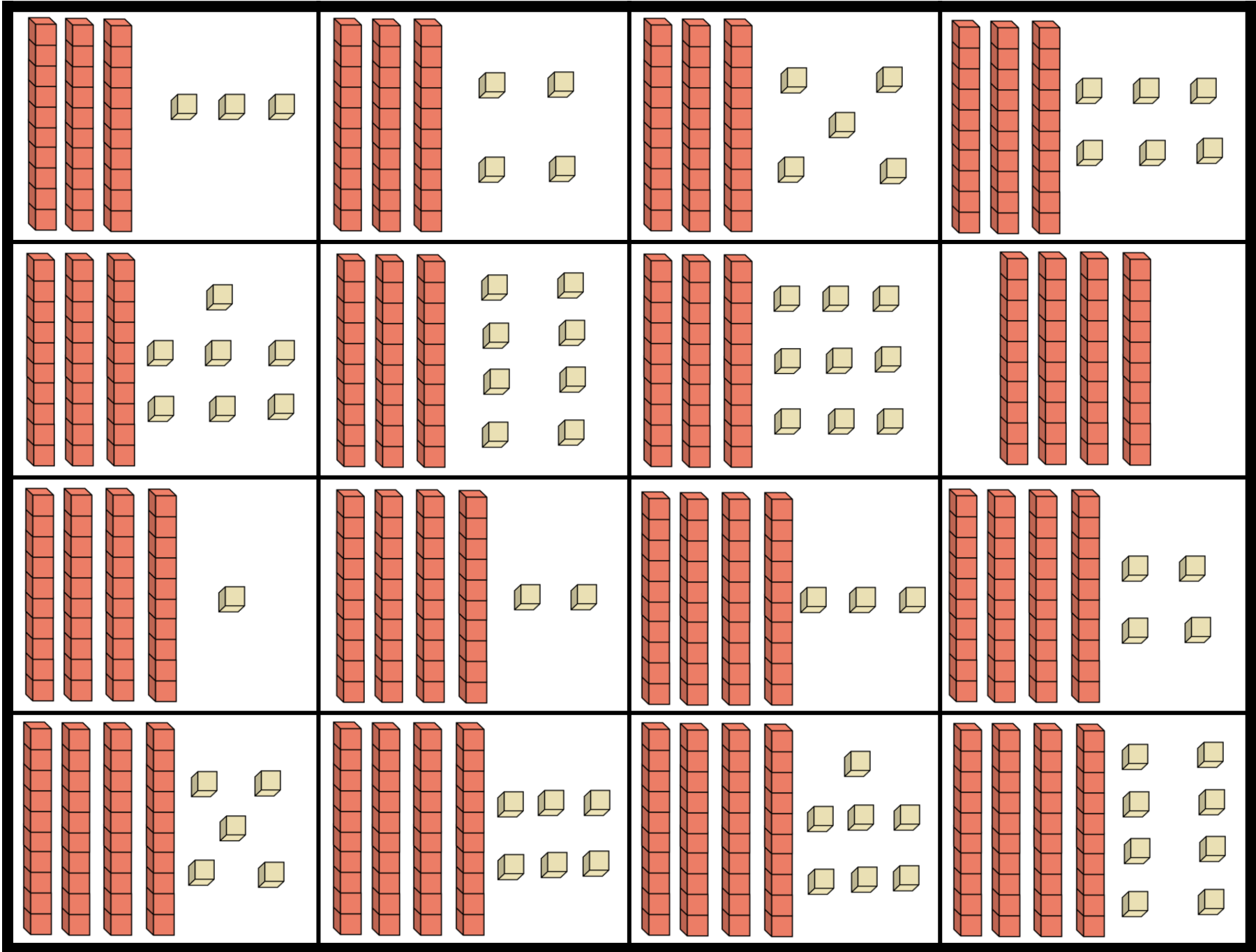
14



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Name _____



Cut, match, and paste!

26

23

42

17

21

10

30

13

Name _____



Cut, match, and paste!

24

32

27

19

11

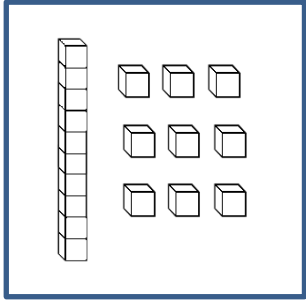
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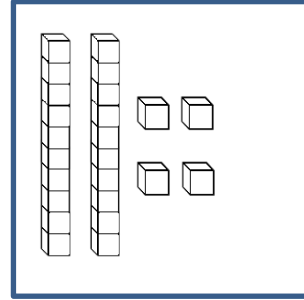
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Name _____

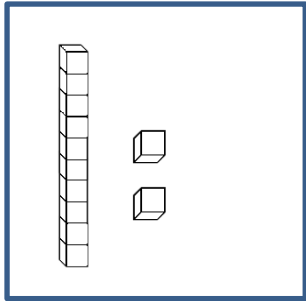
Write the number for each set of blocks.



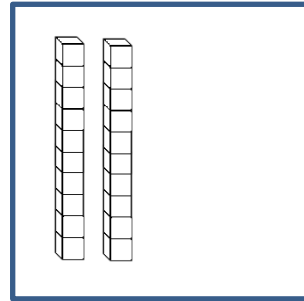
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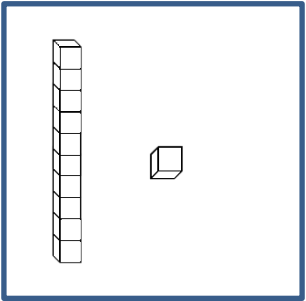
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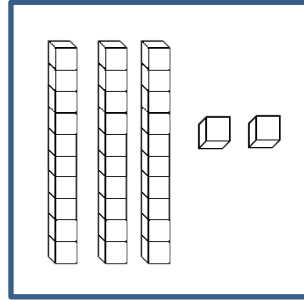
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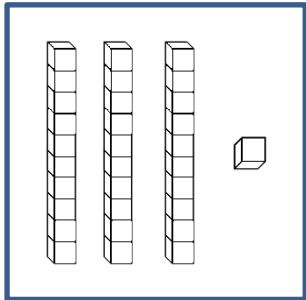
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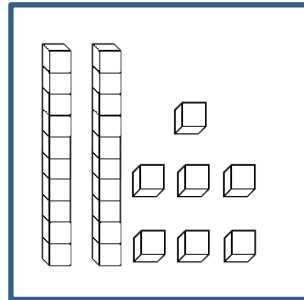
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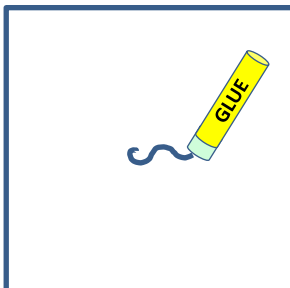
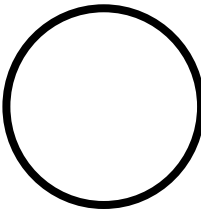
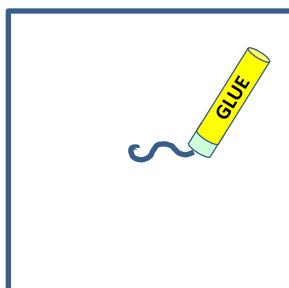
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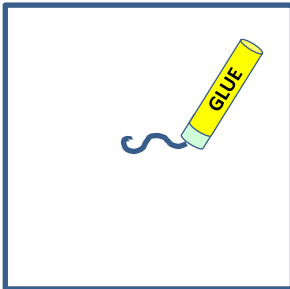
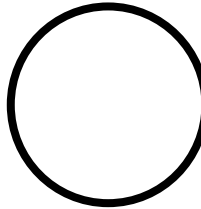
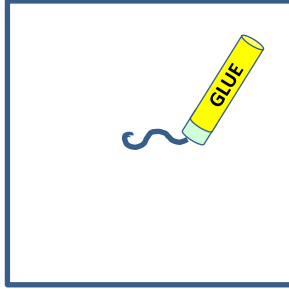


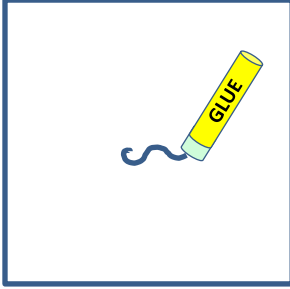
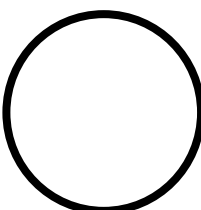
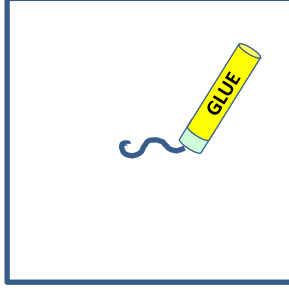
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Name _____

1. Cut and paste base ten blocks in any box you choose.
2. Write the number for each set of blocks on the lines.
3. Compare the two numbers and write $>$, $<$, or $=$ in each circle.

	_____	$>$ $<$ $=$ 	_____	
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	_____		_____	
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	_____		_____	
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