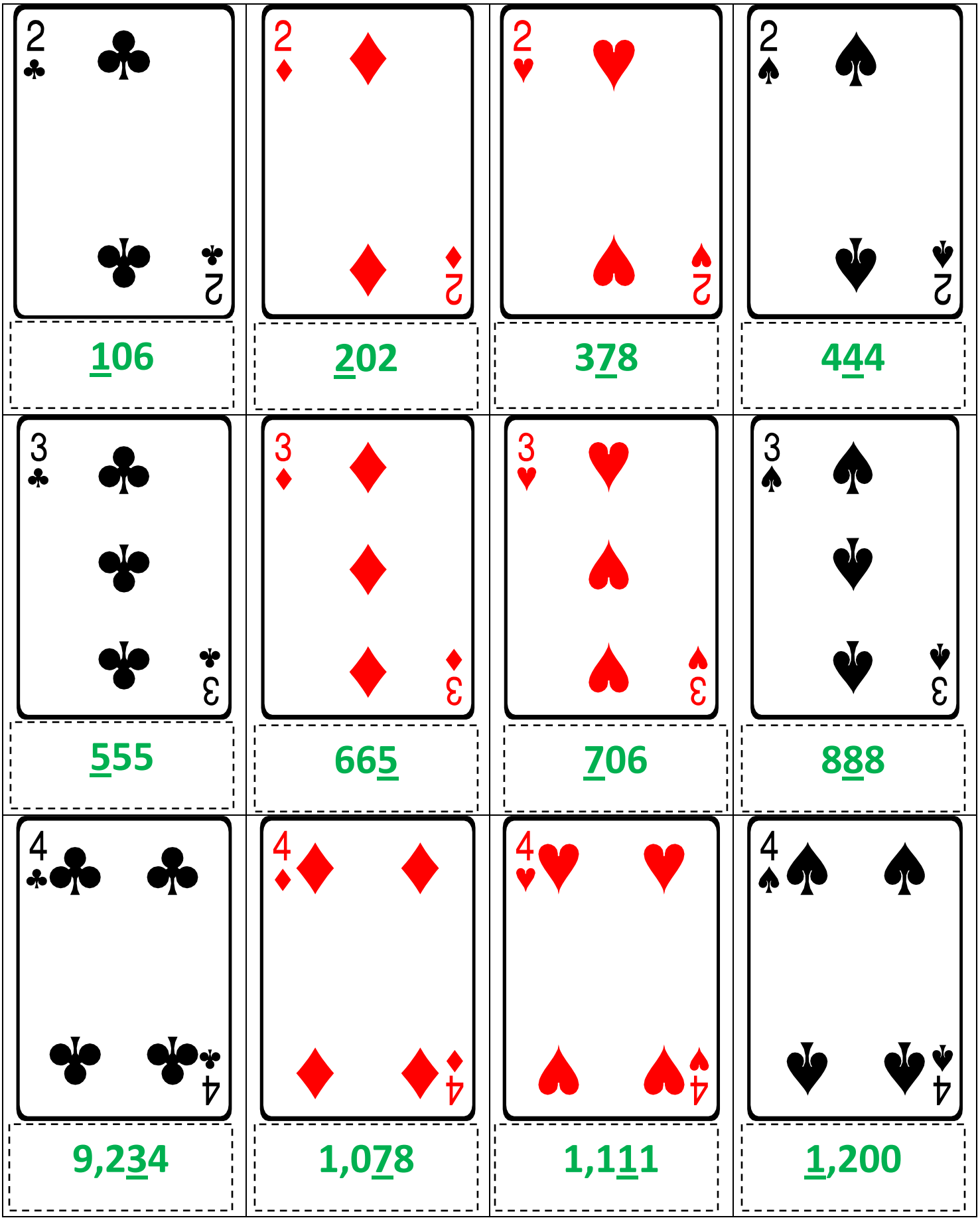
Round Table Card Game: Give the place value of the underlined numbers



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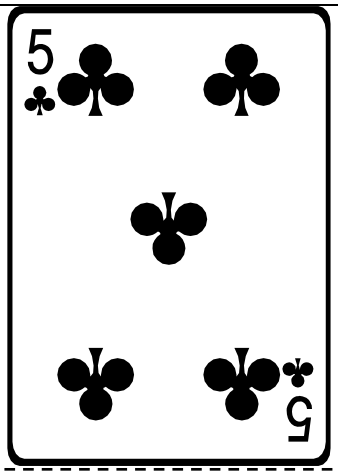	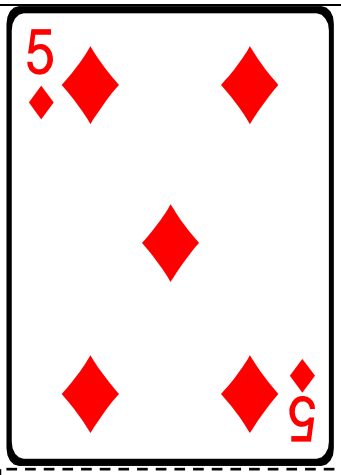	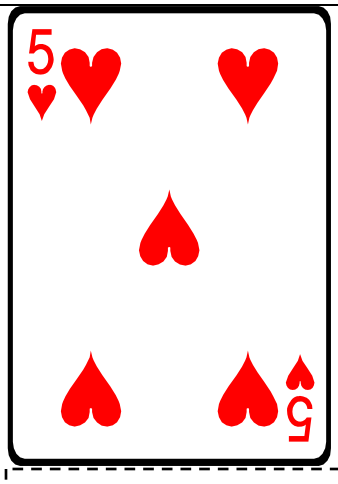	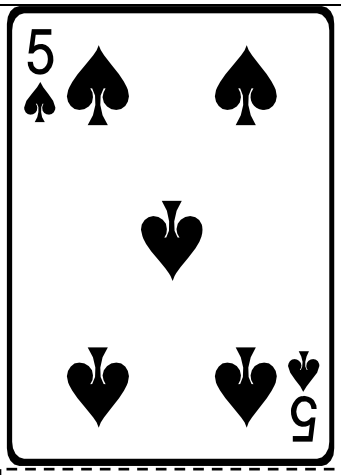
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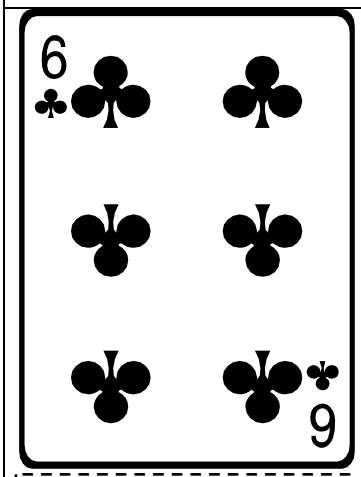	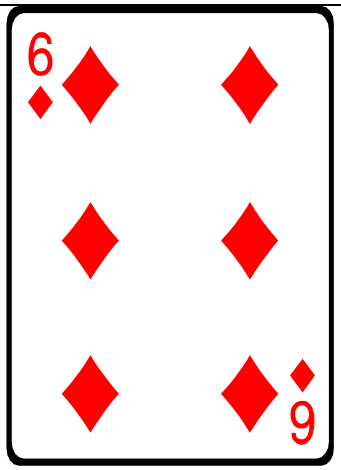	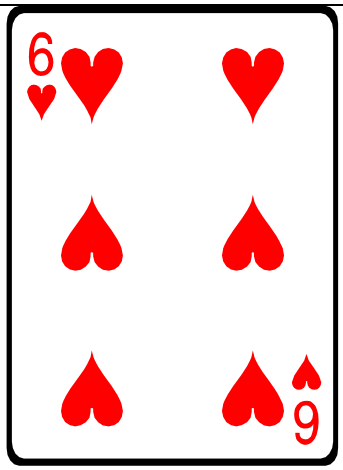	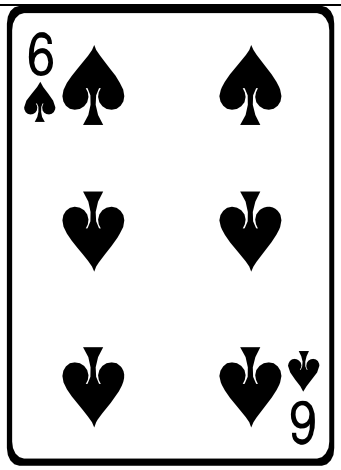
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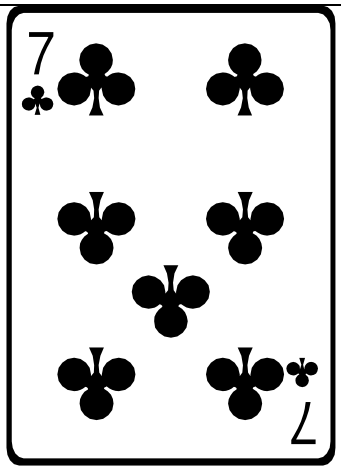	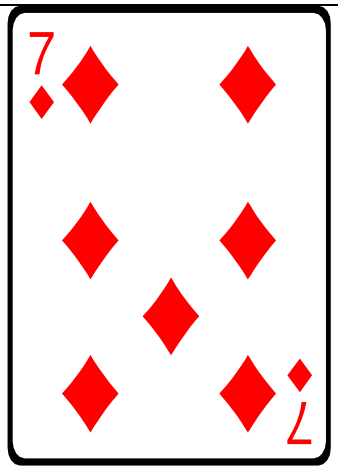	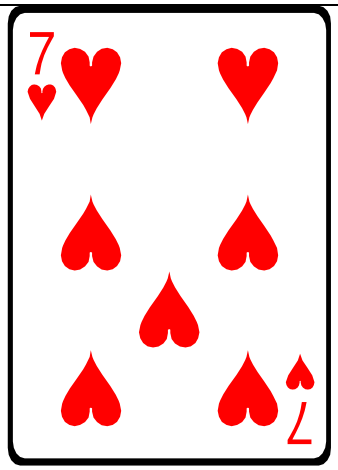	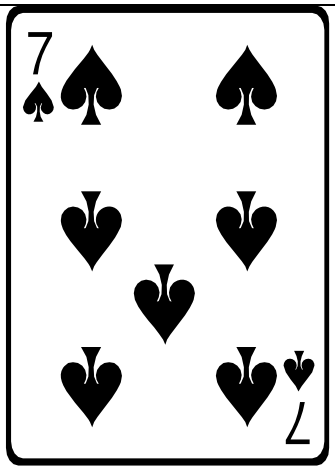
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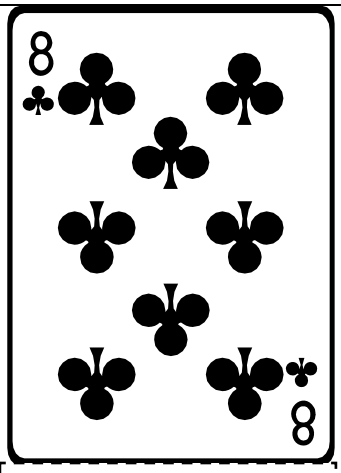
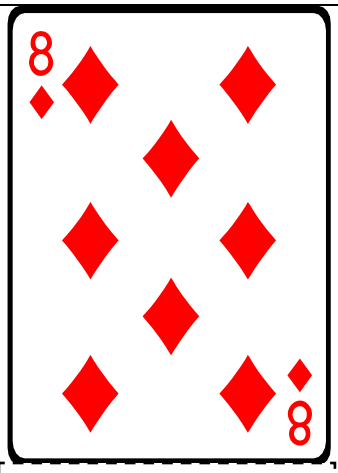
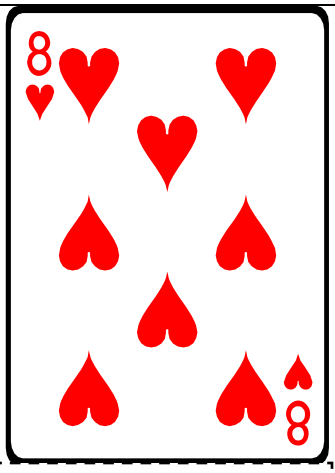
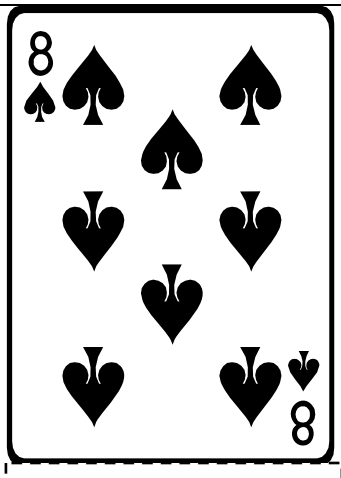
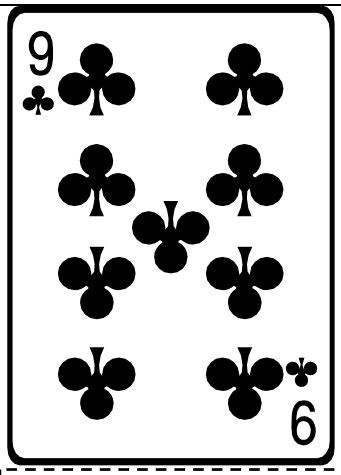
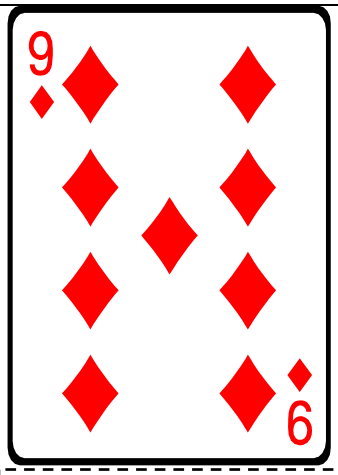
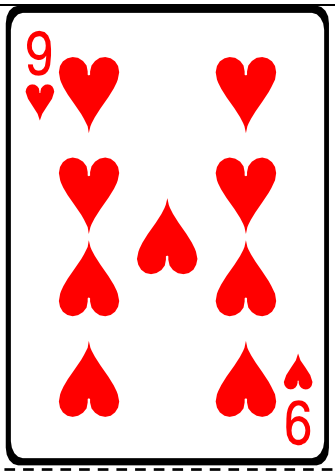
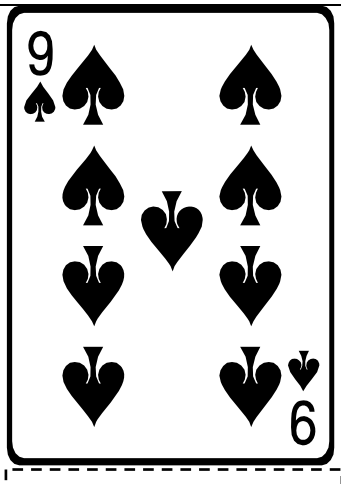
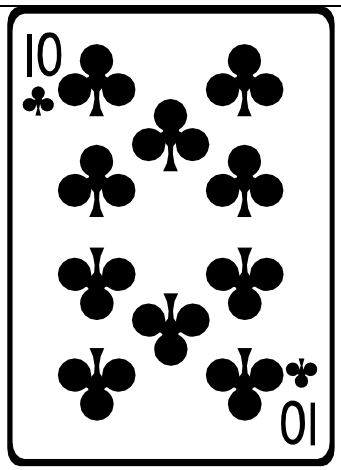
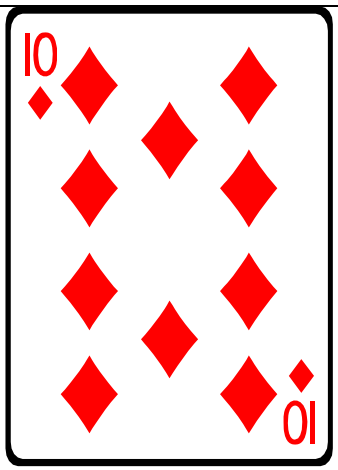
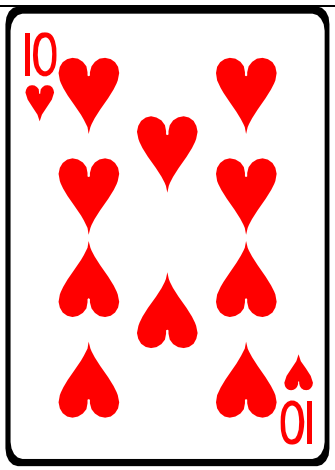
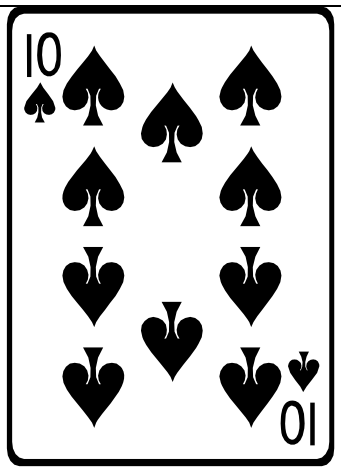
 1,669	 2,008	 8,111	 22
 1,801, 000	 801, 000	 801, 000	 881, 000
 7,271, 570	 7,271, 570	 7,271, 570	 7,271, 570

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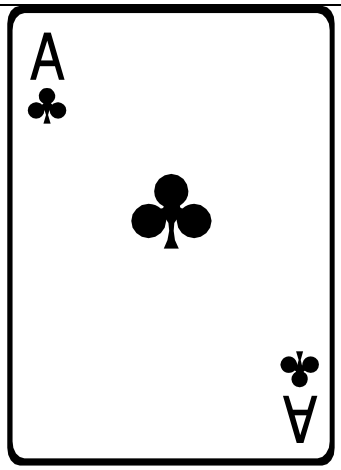	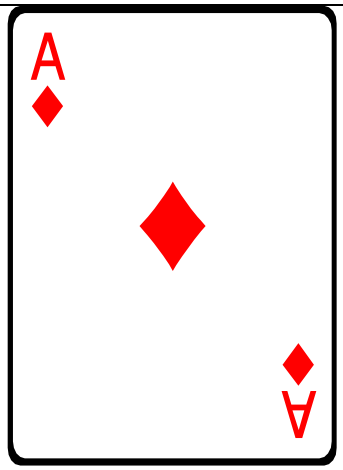	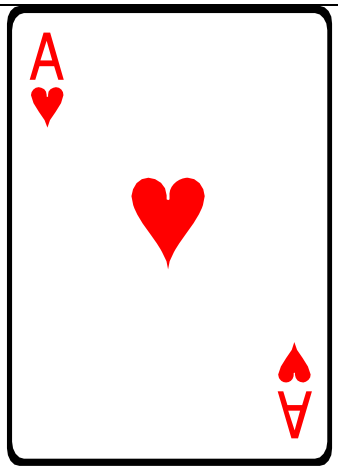	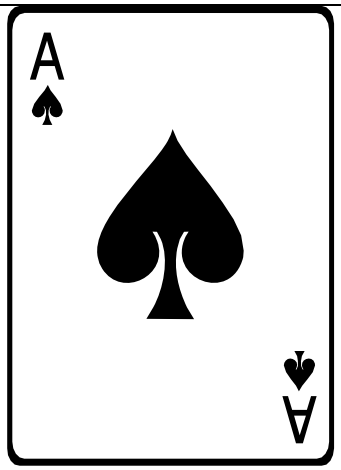
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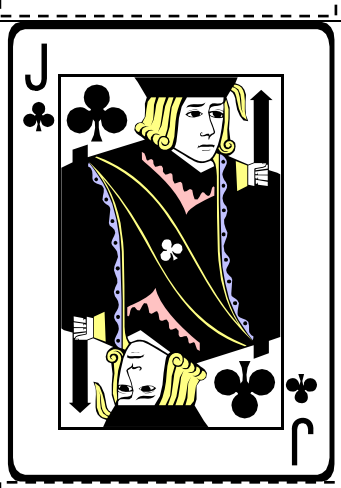	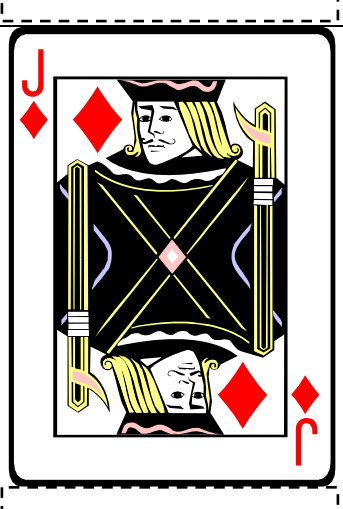	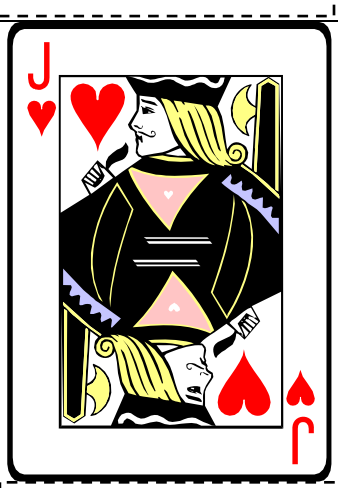	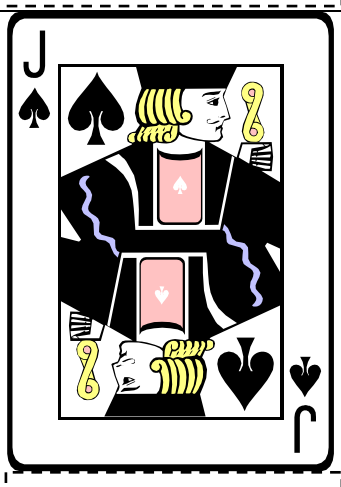
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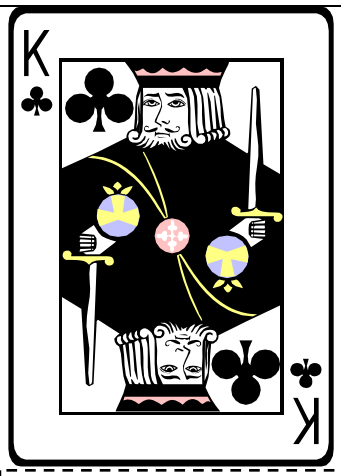	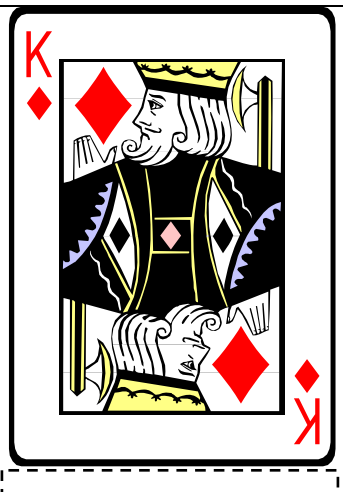	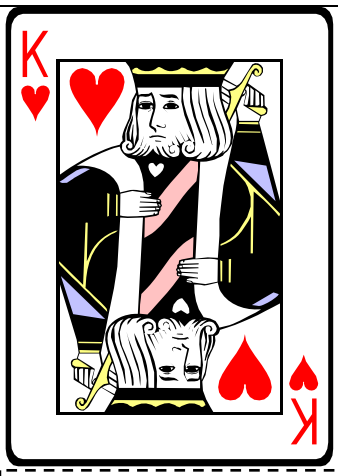	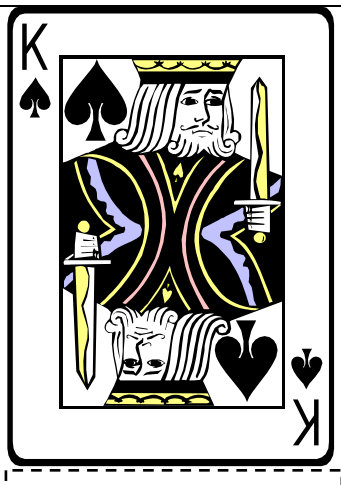
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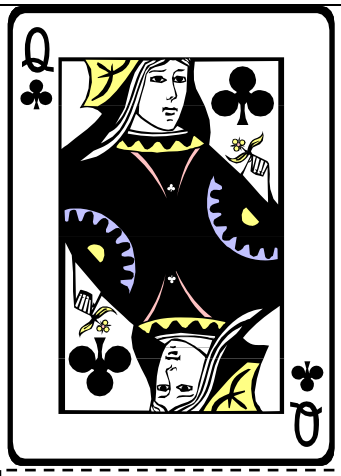	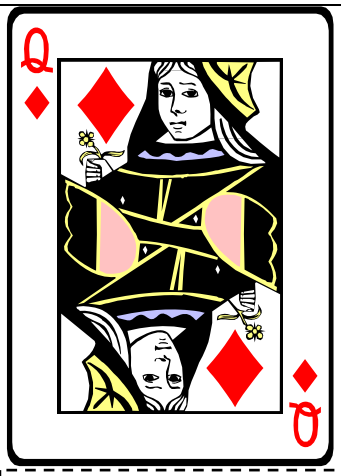	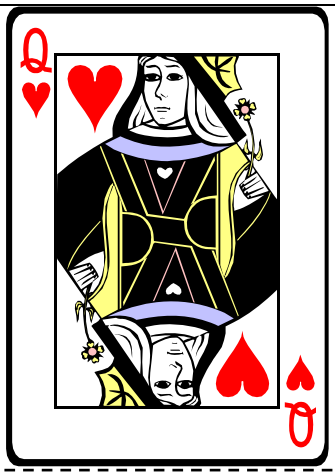	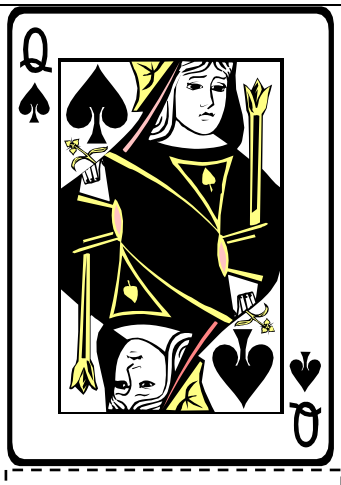
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Round Table Card Game

Points System

- **2 – 10** = Points according to number on card

- **J= 12 pts**
- **K= 15pts**
- **Q= 15 pts**
- **A = 20 pts**

. **Joker** = All your Cards x2

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How edit template and play:

1. Type in questions, sentences or cue words you want to practice into the boxes below each card. Cut out the cards and laminate them if you plan to reuse. *(If you are running out of planning time, another idea would be to cut out the cards with the blanks-do not laminate- take them to class and ask students to write problems on them and give you back. You collect all cards, shuffle the cards and place them face down to begin the game.)*
2. Shuffle the cards and put them face down. In class students sit around the table with cards and take turns drawing cards.
3. Let the students a few minutes, seconds or any determined time to give the answer to the question on their card. If a student gives the correct answer, then he/she keeps the card but if the student can't give the answer, the teacher takes back the card.
4. Students will keep drawing cards in several rounds until the first pile gets finish. At the end, the teacher should shuffle the cards he has collected and let students keep drawing and telling the answers.
5. At the end, students count their points according to the numbers on the cards. For example if you have a card with the number 2, you have 2 points. If your card has a 10, you have 10 points and so on.
6. Then the high point cards. **J= 12 PTS, K= 15PTS Q= 15 PTS, A = 20 PTS** then a **JOKER** = Doubles the points on all the cards you have. It would be a good idea to make the questions from **J** to **JOKER** more difficult.

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