

Spin-a-Million

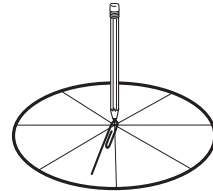
Object: to create the number closest to 1,000,000

Materials needed: *Spin-a-Million* spinner for each group, large paper clip and pencil for each group, *Spin-a-Million* place-value chart for each player

Number of players: 3 or more

Teacher Preparation

You may play the game as a class or in small groups. Print out and copy a spinner for each group and a place-value chart for each player. A pointer can be made from a paper clip and a pencil. Open one end of the paper clip. Put the pencil through the round end of the paper clip and place it at the center of the spinner, as shown.



Game Play

• **Playing the game**

To begin, each player spins the pointer. The player who spins the greatest number goes first. Then the players take turns, going clockwise.

Player 1 spins the pointer and writes the number in one of the place-value columns on his or her chart. Once a number has been placed on the chart, it may not be moved. Play then passes to Player 2.

A round is over when each player has taken six turns and the place-value charts have a number in each column. The player whose number is closest to one million is the winner of the round and scores a point. If players tie for the closest number, each of those players scores a point

• **Winning the game**

The first player to earn five points wins the game.

• **Variations**

If time is limited, decrease the number of points necessary to win the game. If playing as a class, you may want to increase the number of points necessary to win the game.

Discussion

Encourage students to analyze and explain their strategies. For example, greater numbers should be placed in the columns with greater place-values.

Spin-a-Million

Hundred thousands	Ten thousands	Thousands	Hundreds	Tens	Ones

