



Learning Place Value with *Star Wars*® Math: Jabba's Game Galaxy™

Curriculum Connection: “In prekindergarten through grade 2 all students use multiple models to develop initial understandings of place value and the base-ten number system”
Principles and Standards for School Mathematics, National Council of Teachers of Mathematics

Lesson Plan (Grades 1-2):

Use the game of *Digotto* to give students practice place value.

Discuss the “places” -- ones, tens and hundreds. Go through some examples on the chalkboard.

Organize the students in groups. Ask each group to make a chart with three columns:

- Hundreds
- Tens
- Ones

Now, have them use the chart while playing a round of *Digotto*. Ask the team to write the rule at the top of their chart.

When each DigitDroid comes out of the machine, show the team how to “try” the number in different columns.

Example --

A seven in the ones column would give you seven, in the tens column would be 70, etc.

The team should work together to evaluate each number, based on the rule. They should ask questions like:

Is this the best number to put into the hundreds column, considering the rule?

Or,

Should I wait for another number for this column?

Understanding the way place value relates to the number's value will help the students beat Teemto at his own game.