

Pizza Box Math—Pepperoni Place Value

Congratulations on your purchase of this Really Good Stuff® **Pizza Box Math—Pepperoni Place Value** game set—two entertaining and challenging games for students to practice place value skills.

This Really Good Stuff® product includes:

- 4 Double-sided Pizza Game Boards, laminated
- 32 Playing Pieces
- 1 Spinner
- Zippered Storage Bag
- Pizza Box
- This Really Good Stuff® Activity Guide

Assembling Pizza Box Math—Pepperoni Place Value

Before using the **Pizza Box Math—Pepperoni Place Value** game set, make copies of this Really Good Stuff® Activity Guide and file the pages for future use. Or, download another copy of it from our Web site at www.reallygoodstuff.com. Punch out the *Playing Pieces*, place them inside the *Zippered Storage Bag*, and place the *Storage Bag* and *Spinner* in the *Pizza Box*.

Introducing Pizza Box Math—Pepperoni Place Value

The **Pizza Box Math—Pepperoni Place Value** game set is two place value games with each side of the *Game Board* providing a different approach to practicing place value skills. Demonstrate how to play: Set up the game for four Players. Place the *Game Boards* on a table showing the blue-plate side. Place the *Playing Pieces* pepperoni-side up in the center of the table along with the *Spinner*. Invite three students to sit in front of the *Game Boards* to help you demonstrate the game while the other students watch. Show students how to play the blue-plate side of the game following these directions, with you as Player 1:

1. Player 1 chooses a pepperoni *Playing Piece* from the center of the table and reads the number aloud.
2. Player 1 spins the *Spinner* and reads the problem aloud.
3. Player 1 gives the answer and turns the pepperoni over to check the answer by reading the number in the same color of background as the problem on the *Spinner*. If correct, Player 1 places the pepperoni on his or her *Game Board*. If not correct, Player 1 returns the pepperoni to the center of the table.
4. Play continues by each Player repeating Steps 1 through 3 until all of the pepperoni pieces have been played.
5. The Player with the most pepperoni on his or her *Game Board* is the winner.

Demonstrate the second game by having the Players return the pepperoni pieces to the center of the table, pepperoni-side up, and flip their *Game Boards* to the green-plate side. Show students how to play the green-plate side of the game following these directions, with you as Player 1:

1. Player 1 chooses a pepperoni *Playing Piece* from the center of the table and reads the number aloud.
2. Player 1 checks to see if the corresponding number words are on his or her *Game Board*. If so, Player 1 places the pepperoni on top of the corresponding number words. If not, Player 1 returns the pepperoni to the center of the table.
3. Play continues by each Player repeating Steps 1 and 2 until all of the matching pepperoni pieces have been played.
4. The Player with the most pepperoni on his or her *Game Board* is the winner.

Pizza Box Math—Pepperoni Place Value in a Center

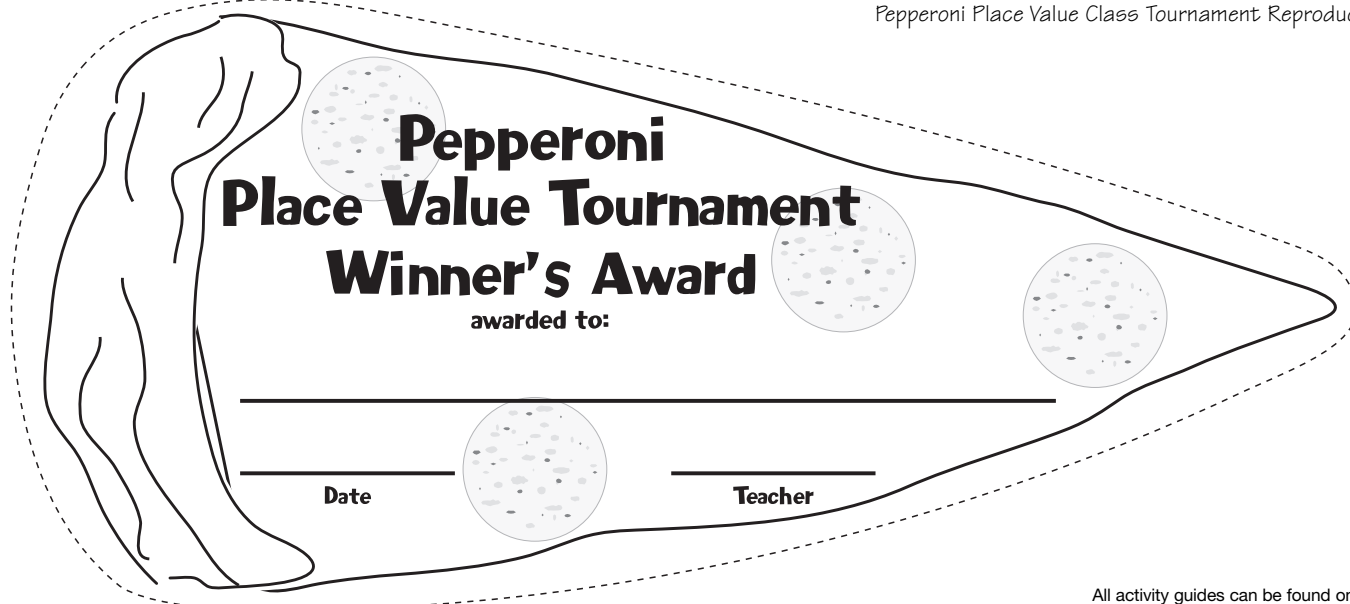
Make a copy of the *Pepperoni Place Value Game Directions Reproducible*. Color code the frame around each set of directions to focus students on the correct directions for their game. Glue it to the inside of the *Pizza Box* lid so that the game directions will always be with the game. Place the *Pizza Box* in a center and assign two to four students to practice their place value skills by playing the assigned side of **Pizza Box Math—Pepperoni Place Value**.

Pepperoni Place Value Class Tournament

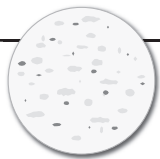
After students have had some practice with both games, organize a class tournament:

1. Divide students into groups of four Players and assign each group a day to play.
2. Set up a tournament table with the *Game Boards* turned to the desired side.
3. Choose a time during each day as tournament time and have the assigned group play the game and record the winner's name on the board.
4. Have the winners play together to find the next level of winners until you have narrowed it down to one tournament winner.
5. Make and fill in a copy of the *Pepperoni Place Value Class Tournament Reproducible* for your winner. Have him or her color it and take it home. Allow the winner to choose his or her favorite type of pizza and provide a single-serving pie for him or her to eat at lunch one day.

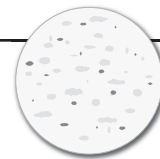
Pepperoni Place Value Class Tournament Reproducible



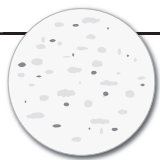
All activity guides can be found online:



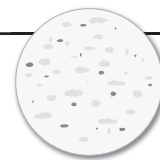
Pepperoni Place Value Blue-plate Directions



1. Place all of the pepperoni playing pieces pepperoni-side up and the spinner in the center of the table.
2. Turn your game boards to the blue-plate side and decide who will go first.
3. Choose a pepperoni piece from the center of the table and read the number out loud.
4. Spin the spinner, read the problem out loud, and give the answer.
5. Turn the pepperoni over to check the answer by reading the number in the same color of background as the problem on the spinner. If correct, put the pepperoni on your pizza. If not correct, return the pepperoni to the center of the table.
6. The next player repeats steps 3 through 5. Continue to play until all of the pepperoni pieces have been played.
7. The player with the most pepperoni pieces on his or her pizza is the winner!



Pepperoni Place Value Green-plate Directions



1. Place all of the pepperoni playing pieces pepperoni-side up.
2. Turn your game boards to the green-plate side and decide who will go first.
3. Choose a pepperoni piece from the center of the table and read the number out loud.
4. Look on your game board to see if the corresponding number words are on your pizza. If so, place the pepperoni on top of the corresponding number words. If not, return the pepperoni to the center of the table.
5. The next player repeats steps 3 and 4. Continue to play until all of the matching pepperoni pieces have been played. (Hint: There are 16 matching pieces.)
6. The player with the most pepperoni pieces on his or her pizza is the winner!