## Number Bowling

## Objective

Read whole numbers and understand that the position of a digit signifies its value.
Understand and use the concept of place value in whole numbers.

## Explanation of the activity

Think of a 3-digit number and enter it into your calculator.
Pretend each digit is a "bowling pin."
Knock down each pin one at a time, so that your calculator display shows 0 .

## A: Using subtraction <br> B: Using addition

## Using the calculator

Calculator functions used: Subtraction, addition, last answer memory

## A: Using subtraction

Press the following buttons and then start operation.
$\begin{array}{ll}\text { ON/C MODE } & 0\end{array}$
(I) Enter a 3-digit number.
$638=$

(2) Knock down one digit, or "pin"; i.e. change the last digit to a 0 .
$-8=$

(3) Knock down the next pin; i.e. change the tens column digit to 0 .
$-30 \square$

(4) Knock down the pin of the hundreds column.
$-600=$

## Number Bowling

## B: Using addition

Press the following buttons and then start operation.

| ON/C MODE | 0 |
| :--- | :--- |

(I) Enter a 3-digit number.
$638=$

(2) Knock down one digit, or pin; i.e. change the last digit to a 0 , except this time, do so by adding a number to the last digit to make it 0 .

(3) Knock down the next pin; i.e. change the tens column digit to 0 .

$$
+60=
$$


(4) Knock down the pin of the hundreds column.
$+300=$


## -••••••••Using the activity in the classroom

This activity is a good game for students to play in pairs.
One student enters a number in the calculator, and the other student has to knock each digit, or "pin," down.

## Example:

$$
\begin{aligned}
& 638-8=630 \\
& 630-30=600 \\
& 600-600=0
\end{aligned}
$$

## -•••••••••••• Points for students to discuss

It is important for students to talk about what they are doing and use the appropriate language, for example:"six hundred and thirty, minus thirty, equals six hundred." Students should be challenged to vary the starting point; i.e. sometimes starting with the hundreds digit and sometimes with the tens digit.

## Further Ideas

- Play the game using 2-, 4 -, or 5 -digit numbers according to the ability of the students.

