

FANTASTICAMOS

PLACE VALUE PORT

The Three-Tower Rescue



Build the number. Light the harbor.

GRADE 2 | HUNDREDS - TENS - ONES

28 unique pages in color + low-ink editions

Worked lessons | Cargo game | Tools | Complete answers

Harbor explorer: _____

A focused printable supplement for numbers to 999. One-household license. Digital download; no physical product.

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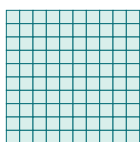
MISSION 1 - WATCH THE GROUPS



Ten tens make a hundred

1 BUILD
2 ZERO
3 NAME & TRADE
4 COMPARE

One hundred is ten groups of ten. A hundred grid has 10 rows with 10 small squares in each row.

HUNDREDS

100
TENS

10
ONES

1

A cargo number: 123

1 hundred + 2 tens + 3 ones = $100 + 20 + 3 = 123$.

The digit tells how many groups. Its place tells the group size.


HUNDREDS
1
TENS
2
ONES
3


GROWN-UP COMPASS

Point to each place as you say "one hundred, two tens, three ones." Do not count a whole hundred grid as one unit.

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MISSION 2 - THE EMPTY DOCK



Zero guards a place



1 BUILD

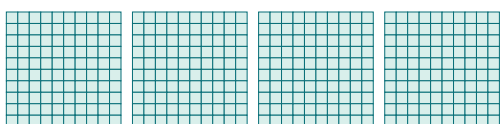
2 ZERO

3 NAME & TRADE

4 COMPARE

The cargo label is 406. There are 4 hundreds, no tens, and 6 ones. Zero holds the tens place.

HUNDREDS



TENS

ONES



HUNDREDS

4

TENS

0

ONES

6

406 is different from 46.

In 406, the 4 is worth 400.

In 46, the 4 is worth 40.

An empty place has no groups, but it still has a job!



GROWN-UP COMPASS

Leave the tens space empty when building 406. Say "zero tens" aloud before writing the zero.

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MISSION 3 - WRITE TOGETHER



Make matching labels



1 BUILD

2 ZERO

3 NAME & TRADE

4 COMPARE

N1 Write 214 in expanded form and word form.**Expanded form:**

Word form:

N2 Write 608 in expanded form and word form.**Expanded form:**

Word form:

**GROWN-UP COMPASS**

Support N1 by saying the value of each digit. For N2, let the learner include + 0 or omit that term while keeping 608 as the numeral.

FANTASTICAMOS**PLAY - ONE LEARNER OR COOPERATIVE PAIR**

Cargo captain card game



Adult: cut the six cards apart. Shuffle. Draw a card, name its number, then build it on page 21 or sketch it. Check page 28. Keep a card after you explain it; try again after a miss. Collect all six to light the harbor!

G1 / CARGO CAPTAIN

3 hundreds, 2 tens, 4 ones

BUILD - NAME - EXPLAIN**G2 / CARGO CAPTAIN** $500 + 0 + 7$ **BUILD - NAME - EXPLAIN****G3 / CARGO CAPTAIN**

six hundred forty

BUILD - NAME - EXPLAIN**G4 / CARGO CAPTAIN**

18 tens and 2 ones

BUILD - NAME - EXPLAIN**G5 / CARGO CAPTAIN**

4 hundreds and 9 ones

BUILD - NAME - EXPLAIN**G6 / CARGO CAPTAIN** $700 + 20 + 5$ **BUILD - NAME - EXPLAIN****GROWN-UP COMPASS**

No speed requirement or winner needed. Add a challenge: choose two cards and compare their numbers after explaining both.



Sample answer guide

Practice on sample page 4

N1: $214 = 200 + 10 + 4$; two hundred fourteen. N2: $608 = 600 + 0 + 8$, or $600 + 8$; six hundred eight.

Cargo cards on sample page 5

G1: 324. G2: 507. G3: 640. G4: 182. G5: 409. G6: 725. Sketch the hundred grids, ten rods and ones on scrap paper. A different grouping is acceptable if its total matches the card.

Explain the zero

406 has four hundreds, no tens and six ones. Zero holds the tens place. In 46, the 4 means four tens, so 46 and 406 are different amounts.

Print and use

US Letter portrait, actual size / 100%. Adult may read directions aloud and cut cards apart. The full product includes a building mat and paper blocks; these are not part of this selected sample. Use sketches instead.

About this free sample

Six selected preview pages, including this sample-specific guide. Original printed page numbers are retained on the five excerpted pages. The full product has 28 unique pages in matching color and low-ink PDFs, not 56 unique lessons.

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HARBOR COMPASS

Read the place. Name the group. Check the value.