**Title of Activity - Place Value**  
Grade - 3  
Subject - Math  
  
  
Reference - Math 3:Under the Sea. Retrieved October 1, 2012 from  
<http://www.learnalberta.ca/content/me3us/flash/lessonLauncher.html?lesson=lessons/03/m3_03_00_x.swf>  
  
  
In this activity, students are expected to correctly match the mathematical formula's that appear on the screen within ten seconds. It will require them to add several place values together.   
  
  
**General Learning Outcomes** 

* Develop number sense

**Specific Learning Outcomes**

* Say the Number Sequence 0-1000 forward and backward by  
                   -5s, 10s or 100s, using any starting point
* Represent and describe numbers to 1000, concretely, pictorially and symbolically
* Compare and order numbers to 1000
* Describe and apply mental mathematics strategies for adding 2-digit numerals
* Apply mental mathematics strategies and number properties

**ICT Outcomes**

* C4 - Students will use organizational processes and tools to manage inquiry.
* C6 - students will use technology to investigate and/or solve problems
* F1 - Students will demonstrate an understanding of the nature of technology
* F6 - Students will demonstrate a basic understanding of the operating skills required in a variety of technologies.

I chose to have technology involved within this assignment as to allow students another way of actively participating within the lesson. I also like that this assignment shows a variety of ways of phrasing the math equations in a short time, something that is more difficult without using technology.  This lesson can be done individually, or in groups on the smart board. By adding a timer, students can attempt to beat their record, pushing them to know the material faster.   
  
  
Onekey - (Searched for) Interactive Grade 3 Math - Internet for Classrooms - Grade 3 - Finding Placevalues (<http://www.aaamath.com/B/g21b_px1.htm#section2>)  
  
Google - (Searched for) Math Interactive Whiteboard - Grade 3 - Place Values  
<https://sites.google.com/a/norman.k12.ok.us/mr-wolfe-s-math-interactive-whiteboard/>  
  
  
Onekey - (Searched For) Grade 3 Math, Place Values - Free Training Tutorial<http://www.free-training-tutorial.com/place-value-games.html>  
  
  
  
**References**   
  
J. Banfill (2012) *AAA Math*. Retrieved October 1st, 2012.   
<http://www.aaamath.com/B/g21b_px1.htm#section2>  
  
Barak Sofar *Free-Training-Tutorial: Collect The Ducks.* Retrieved October 1st, 2012.  
<http://www.free-training-tutorial.com/place-value/clickthedigit.html>  
  
*Mr. Wolfe’s Math.*Retrieved October 1st, 2012.   
<https://sites.google.com/a/norman.k12.ok.us/mr-wolfe-s-math-interactive-whiteboard/3rd-grade>