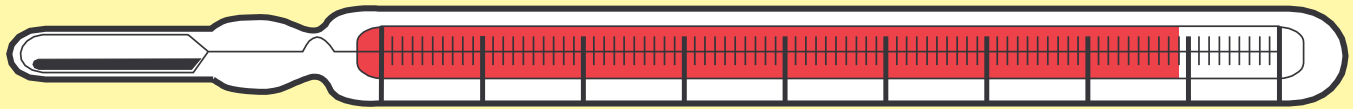


HOT!!!



# HOT/COLD NUMBER GAME

This game is designed to reinforce your students' understanding of place values and to exercise their logic and strategy skills.

**INSTRUCTIONS:** Draw a chart with four columns. Label the columns: "Guess," "Hot," "Warm," and "Cold." (See Example.) Explain the goal of the game and the following rules to your students.

**GOAL OF THE GAME:** The teacher will think of a two-digit number; whoever "guesses" that number wins. The winner gets to pick a new two-digit number and takes over as game leader until his/her number is guessed.

**RULES:** The teacher calls on one student at a time to guess the number. Each time a guess is made, it is written in the "Guess" column of the chart, and the teacher or game leader draws check marks in the other columns to indicate the following:

**Hot:** A digit is correct, and its place value position is correct.  
(See first and last line of the example.)

**Warm:** A digit is correct, but its place value position is wrong. (Two checks should be drawn in this column if appropriate.)  
(See second and fifth line of the example.)

**Cold:** A digit is wrong. (Two checks are put in this column if both digits are wrong.)  
(See first through fourth lines of the example.)

After explaining the rules, you may want to play a demonstration game to ensure that your students understand the rules. List the numbers 0-9 on the board, and ask your students which numbers can be crossed off after each turn. (For example, if a guess gets two check marks in cold, both of its digits can be crossed off.)

(If your students are up to the challenge, try three- or four-digit numbers!)

## EXAMPLE

(Let's say **18** is the number you have chosen.)

Guess	Hot	Warm	Cold
10	✓		✓
21		✓	✓
75			✓✓
39			✓✓
81		✓✓	
18	✓✓		

*← The winner!*

COLD!!!

