

Fresh Out

Expanded Notation

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For grades 2-3; Groups of 2-5
How to Play:
1. Remove the title, rules, and answer key. Shuffle the cards. Pass out 5 cards to each player for 2-3 players, 4 cards to each player for 4-5 players. Stack the remaining cards face down to make a DRAW pile.
2. Beginning with the player to the left of the dealer and continuing around the group, one player asks any other player for a card needed to match a number either in standard or expanded notation. For example, if the player has "395" he or she could ask any specific player for "3 hundreds, 9 tens, and 5 ones". The asker must say the number

correctly. If the player asked has the card, it must be given to the asker. If not, the asked player says "Fresh out" and the asker takes a card from the DRAW pile.
3. When a match is made, place it face up on the table for the group to see. Use the answer key to settle discrepancies.
4. When a match is made, the player gets another turn.
5. Play continues until one player runs out of cards.

Answer Key

1-21	11-27
2-22	12-13
3-35	14-24
4-7	15-36
5-31	16-26
6-23	17-32
8-25	18-34
9-33	19-29
10-28	20-30

395

3 hundreds
9 tens
5 ones

1

21

482

4 hundreds
8 tens
2 ones

31

5

431

4 hundreds
3 tens
1 one

607

6 hundreds
0 tens
7 ones

2

22

3

35

343

3 hundreds
4 tens
3 ones

492

4 hundreds
9 tens
2 ones

4

7

6

23

892

8 hundreds
9 tens
2 ones

729

7 hundreds
2 tens
9 ones

8

25

9

33

375

3 hundreds
7 tens
5 ones

128

1 hundred
2 tens
8 ones

10

28

11

27

526

5 hundreds
2 tens
6 ones

719

7 hundreds
1 ten
9 ones

12

13

14

24

263

2 hundreds
6 tens
3 ones

520

5 hundreds
2 tens
0 ones

15

36

16

26

834

8 hundreds
3 tens
4 ones

995

9 hundreds
9 tens
5 ones

17

32

18

34

183

1 hundred
8 tens
3 ones

857

8 hundreds
5 tens
7 ones

19

29

20

30