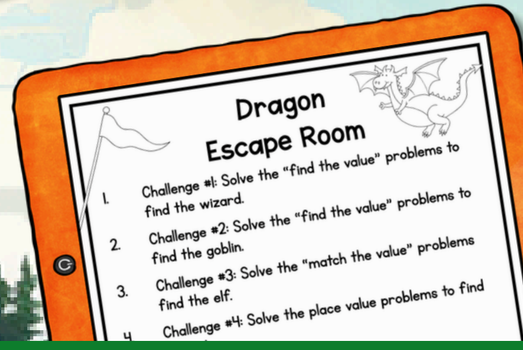
2nd Grade

PLACE VALUE

SAVE THE DRAGON ESCAPE ROOM



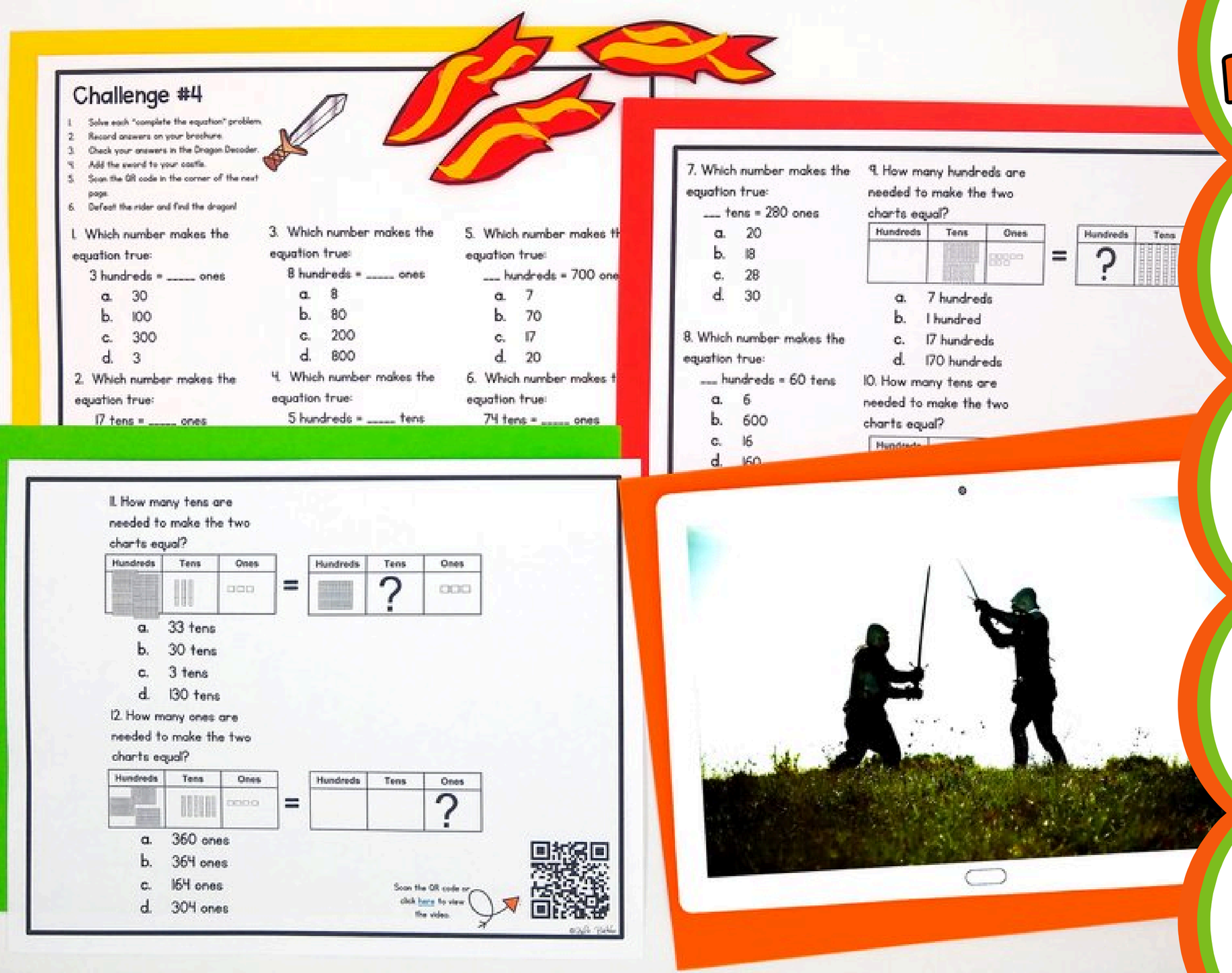
Magi CORE

PRINTABLE • GOOGLE • WEBSCAPE™



A TERRIBLE KING HAS SENT A RIDER TO FIND ME. I NEED YOUR HELP.

Your students will practice hundreds, tens, and ones, finding number values, matching number values, and solving place value problems as they work to help save the dragon.



PRINT & DIGITAL VERSIONS

PRINTABLE:

- Minimal Paper
- Great for group work
- Track answers with Brochure
- QR Codes for story videos

MAGICORE WEBSCAPE

- Most popular experience
- Self-Checking
- Audio & Animation
- Access in Web Browser

GOOGLE SLIDES



ORIGINAL VIDEOS TELL THE STORY IN PARTS THROUGHOUT THE ACTIVITY



PRINTABLE BROCHURE TO TRACK ANSWERS IN PRINT OR DIGITAL VERSIONS



"OOOPS" CARDS TO ADD A CHALLENGE AND DIFFERENTIATION

COMPLETION CERTIFICATE



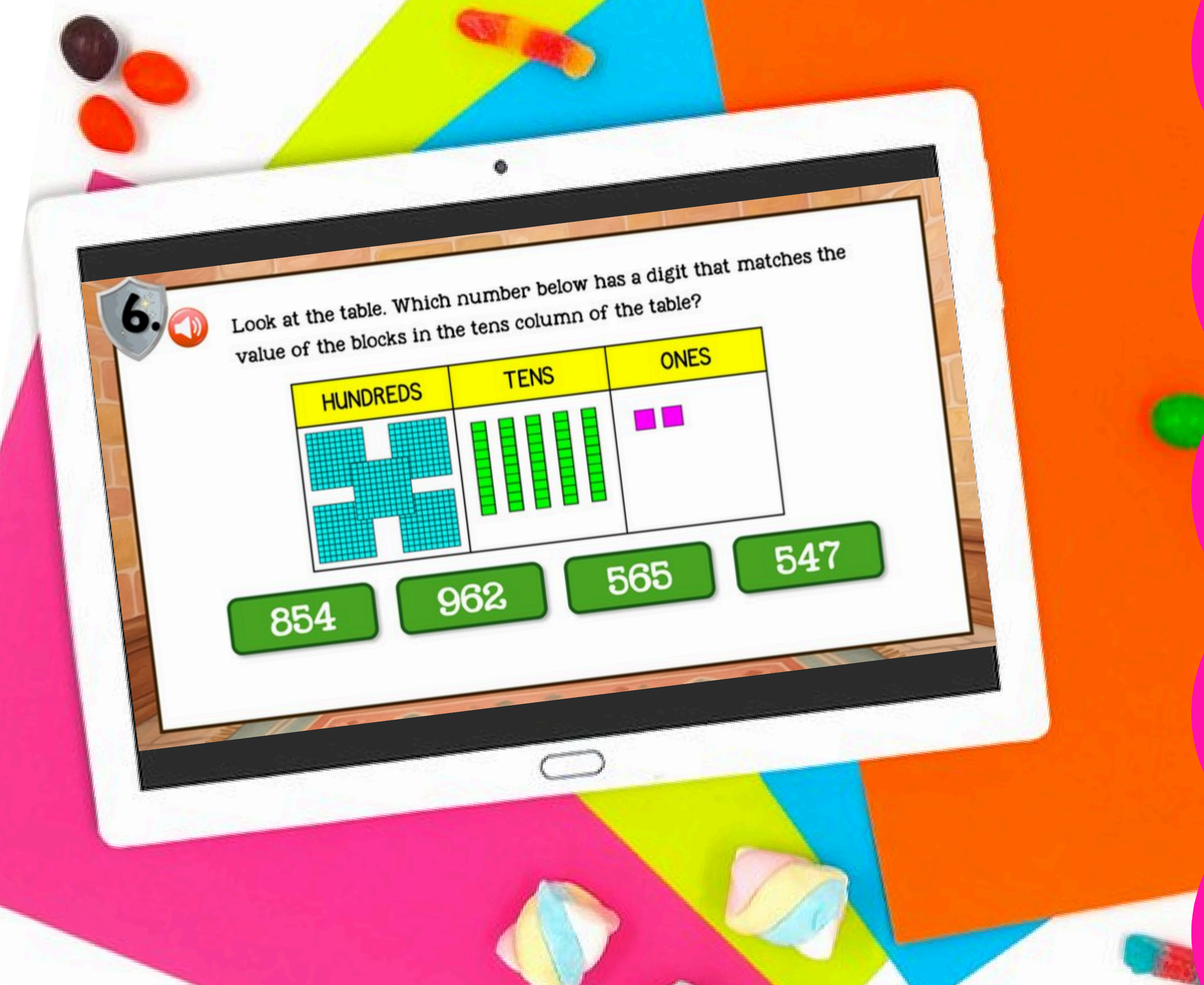
SKILLS ADDRESSED

- Recognizing Place Value in Whole Numbers up to 1,000
- Understanding 100 as a Bundle of Tens
- Identifying Ones, Tens, and Hundreds Place Value
- Using Number Blocks to Understand Place Value
- Finding the Value of a Digit in Number Up to 1,000
- Solving Place Value Word Problems
- Solving Place Value Equations (e.g. 3 hundreds = ____ ones)



MAGICORE WEBSCAPE IS AN EXPERIENCE LIKE NO OTHER!

Answer questions to reveal clues to solve the puzzle!



MAGICORE WEBSCAPE

- Full Audio
- Animation
- Sound Effects



MAGICORE WEBSCAPE IS AN EXPERIENCE LIKE NO OTHER!