

Columbus sailed the blue in 1492. Using place value rods show that number.



1492

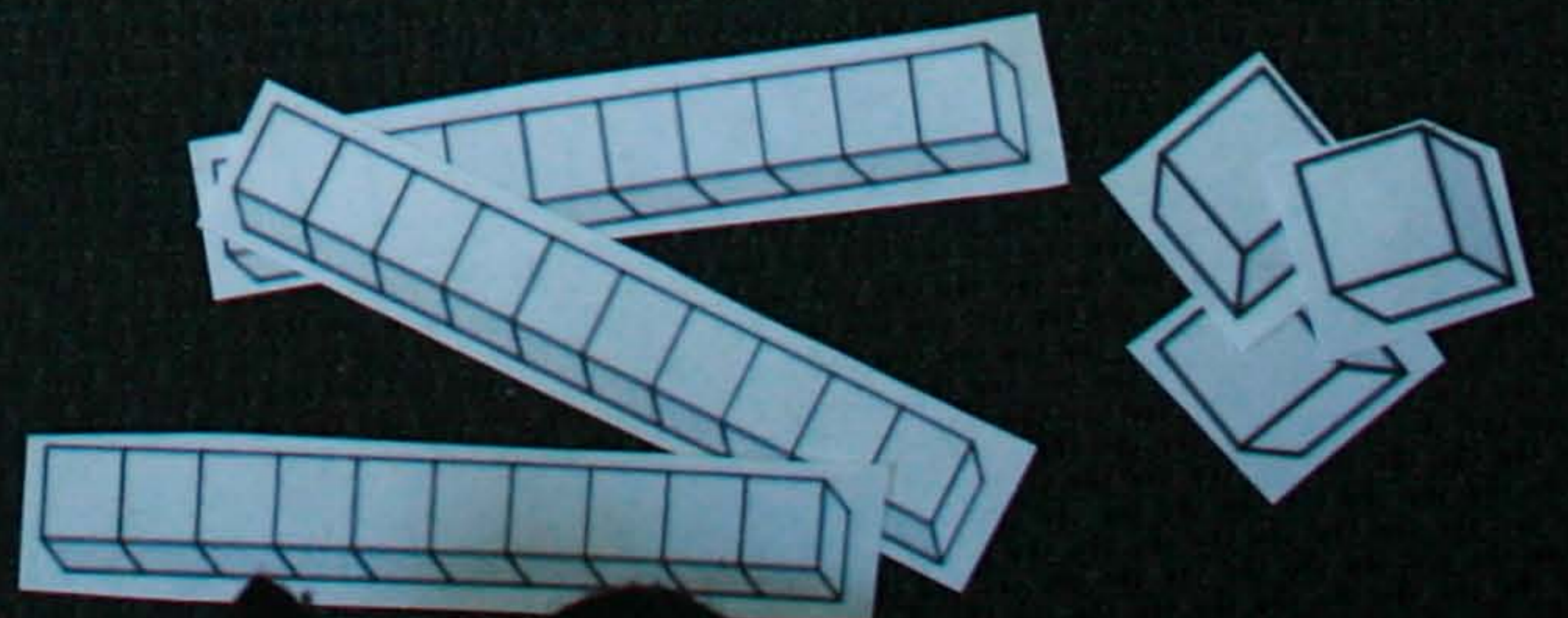
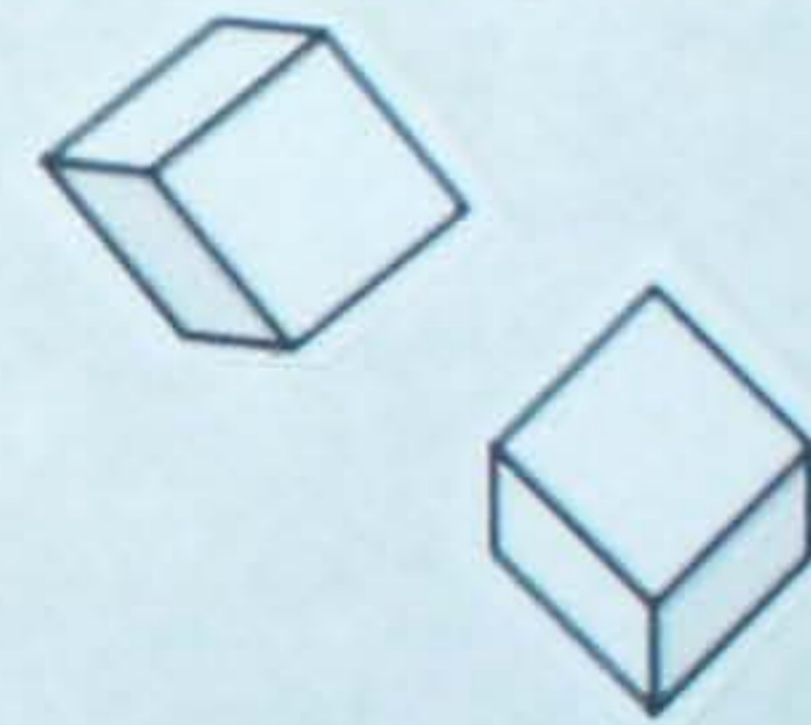
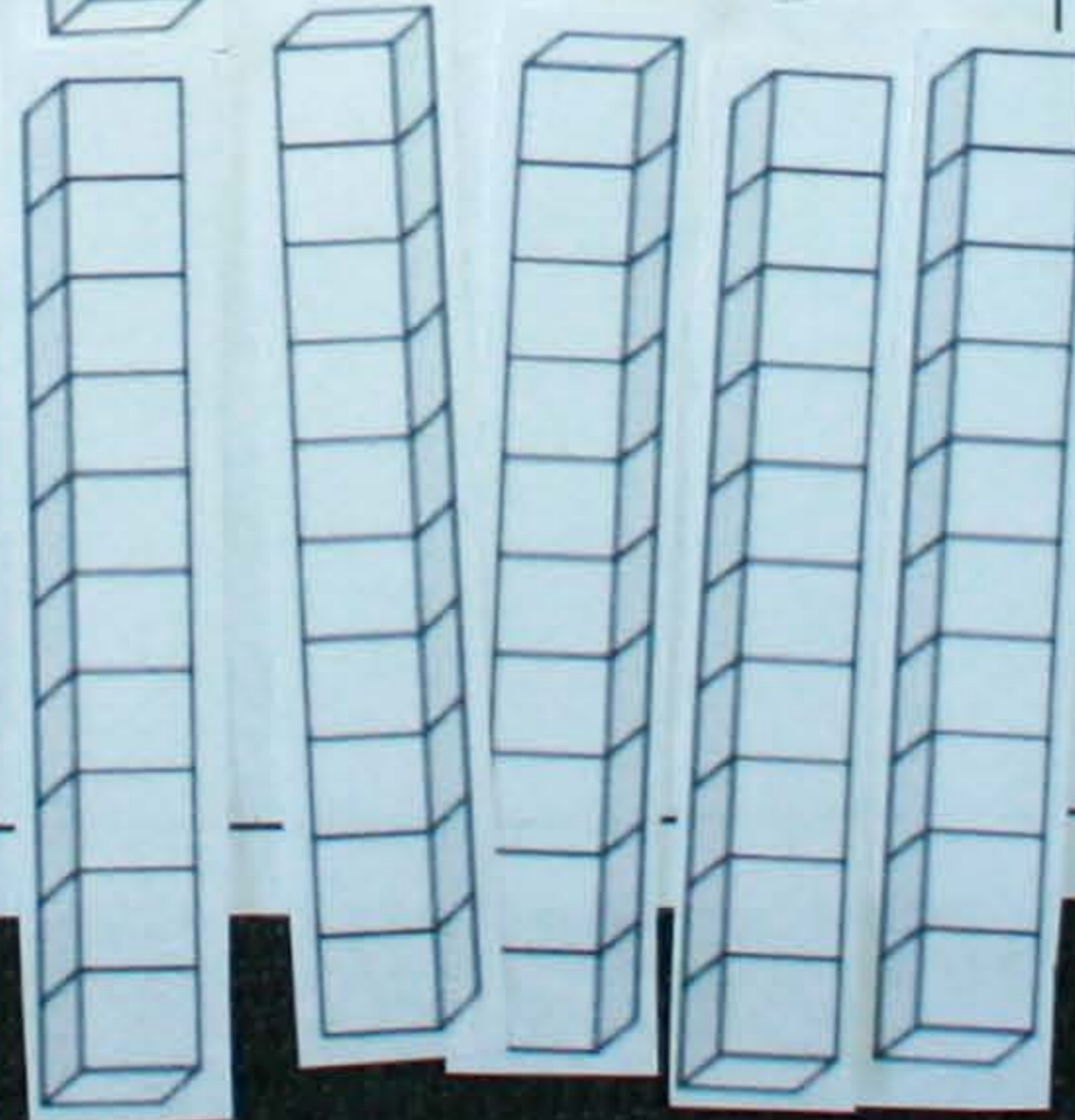
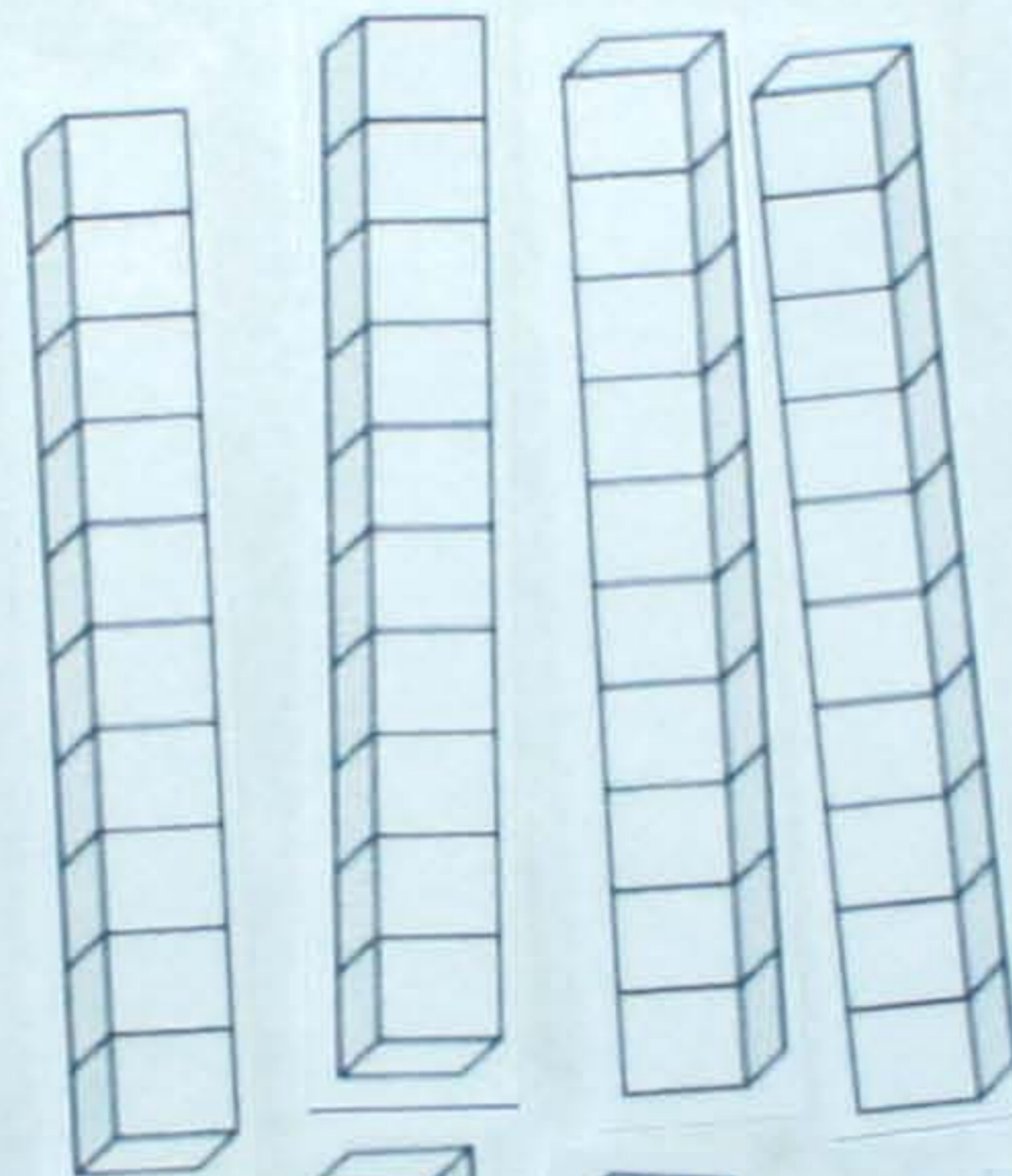
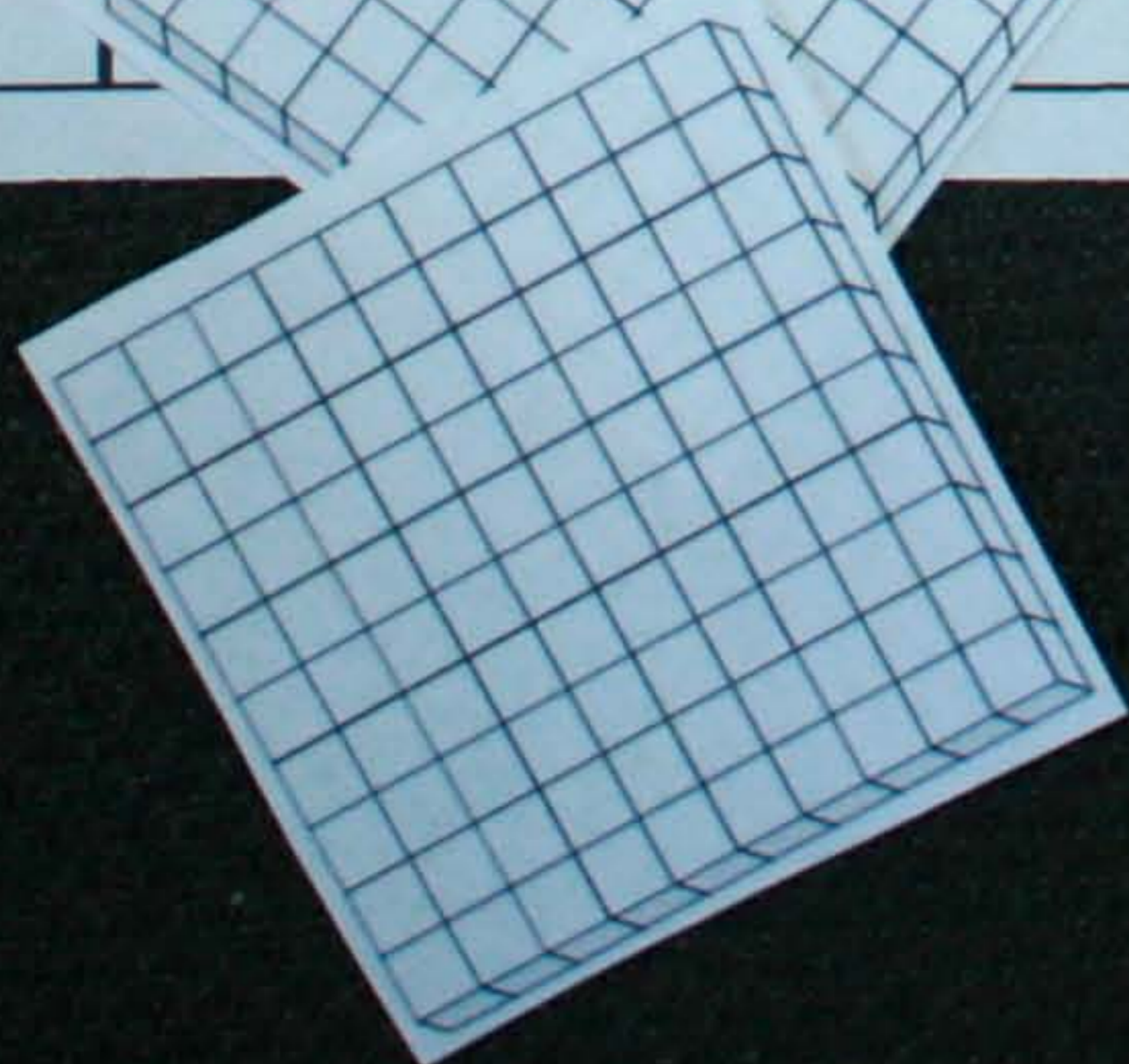
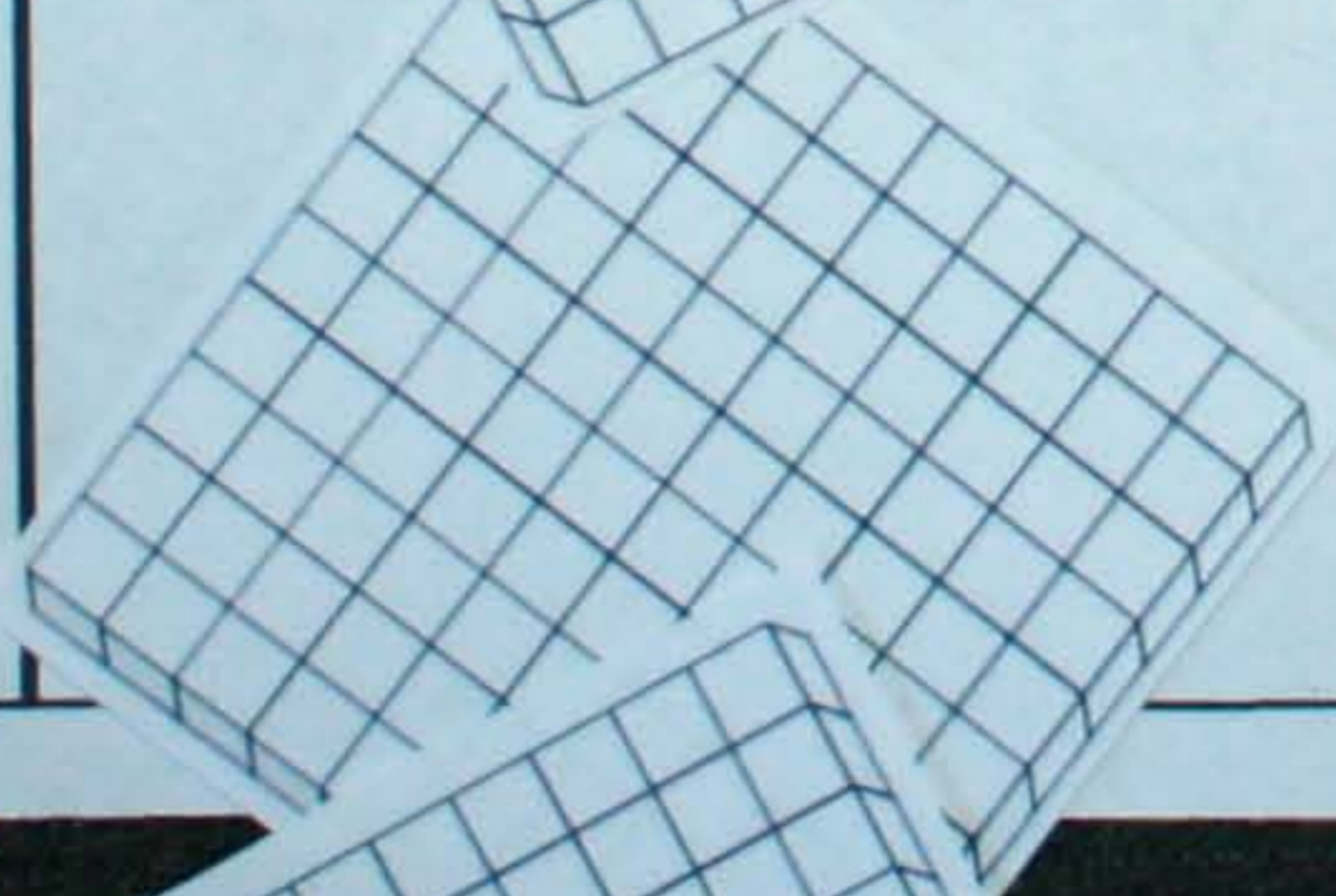
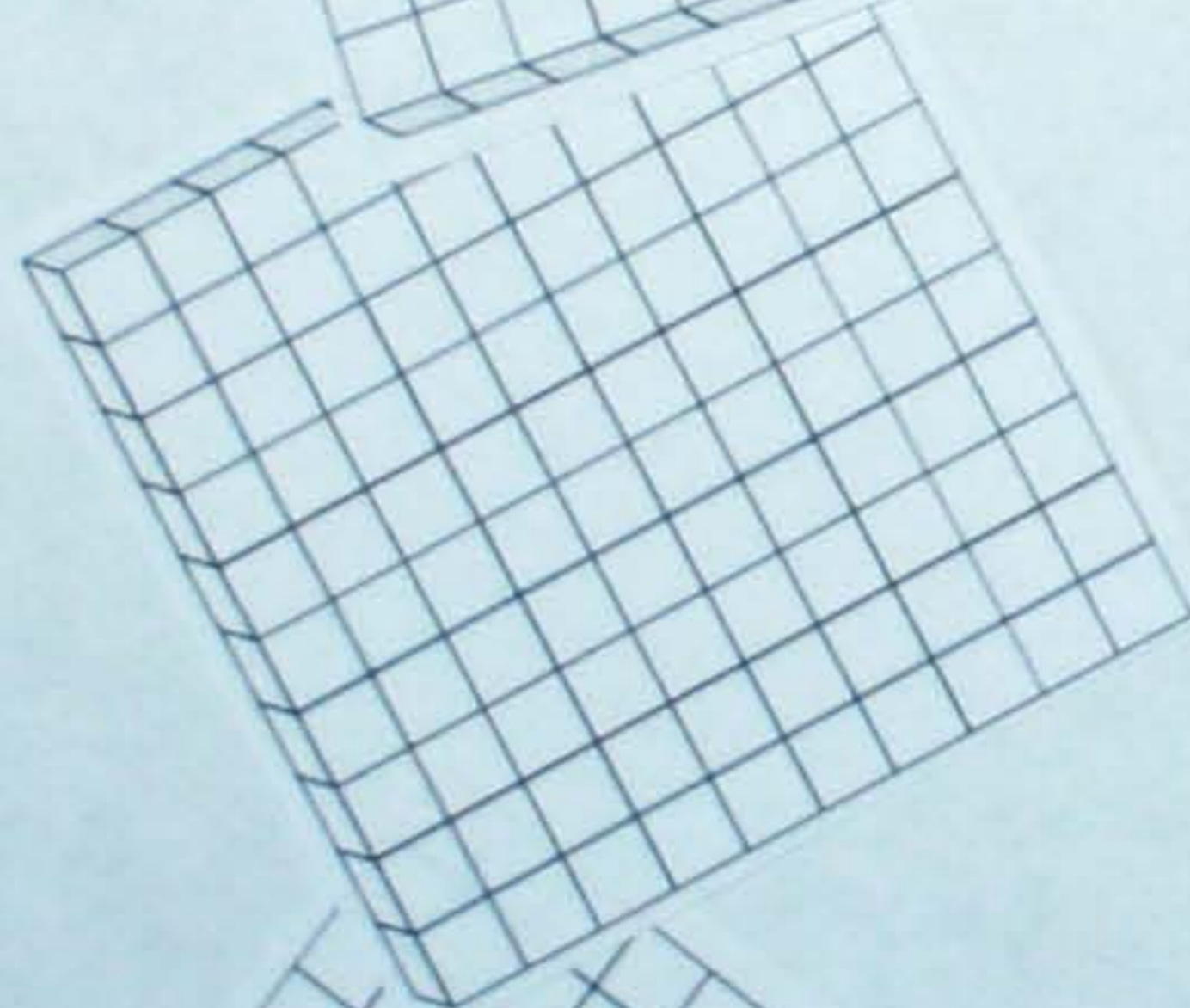
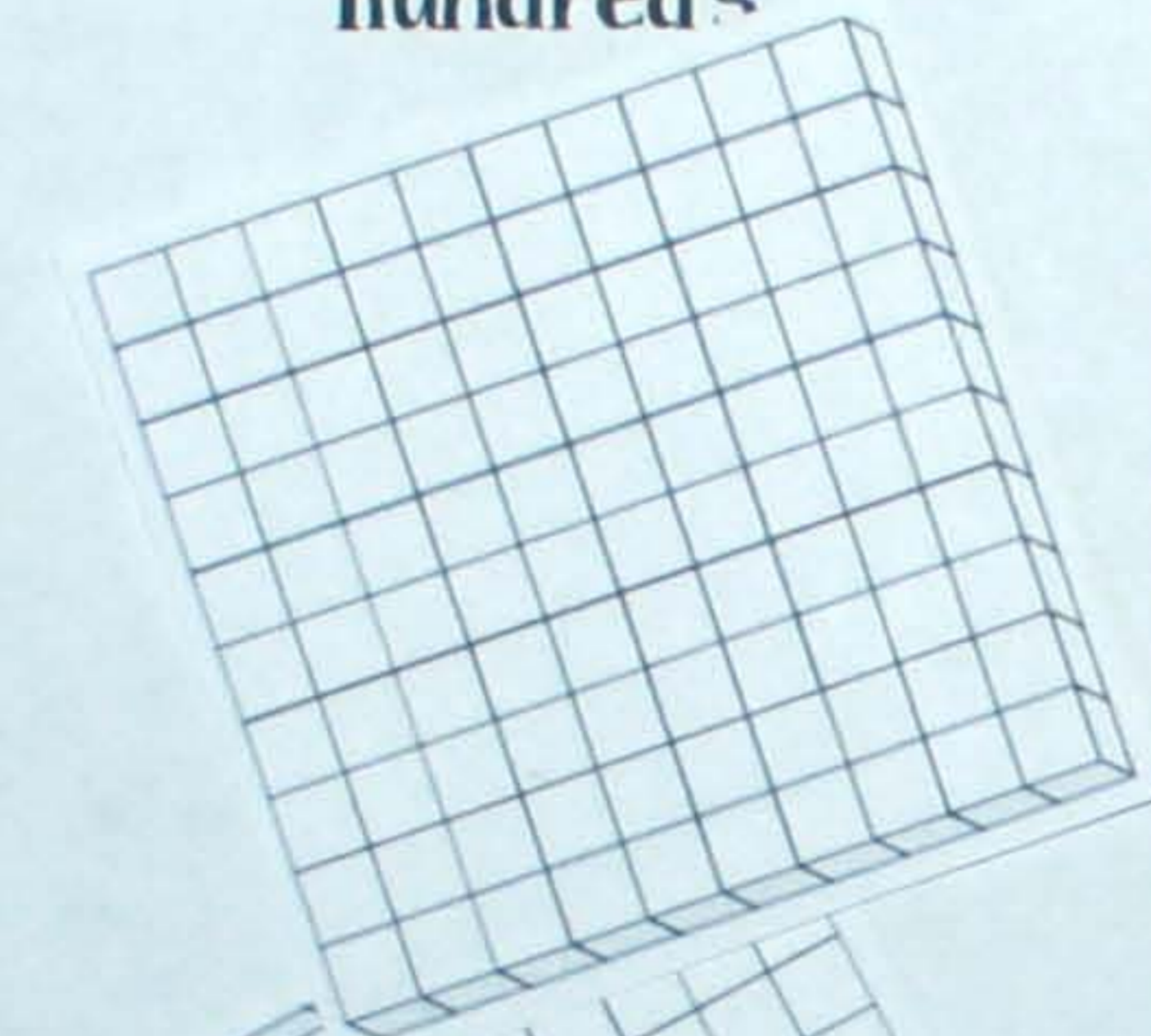
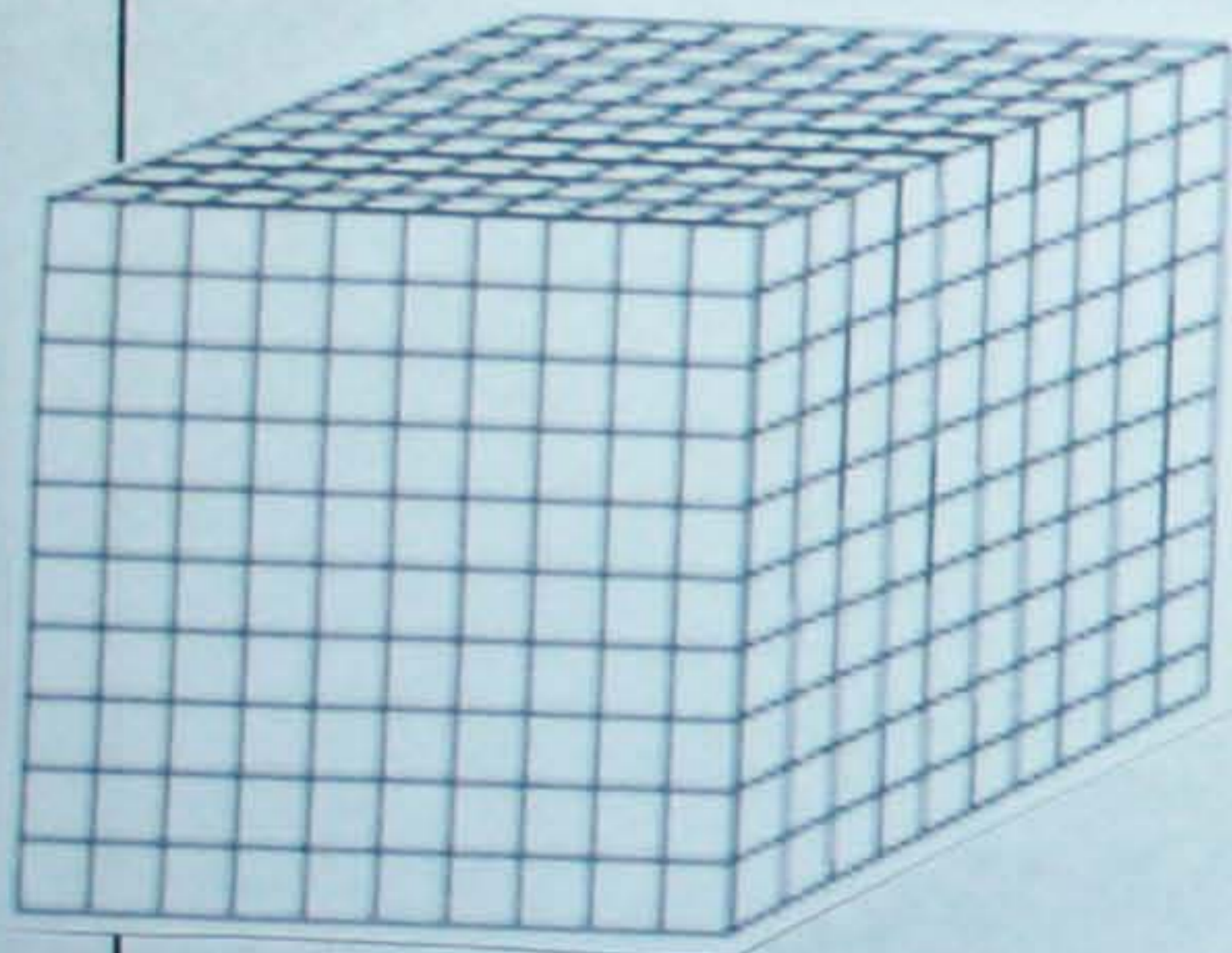


thousand's

hundred's

ten's

one's



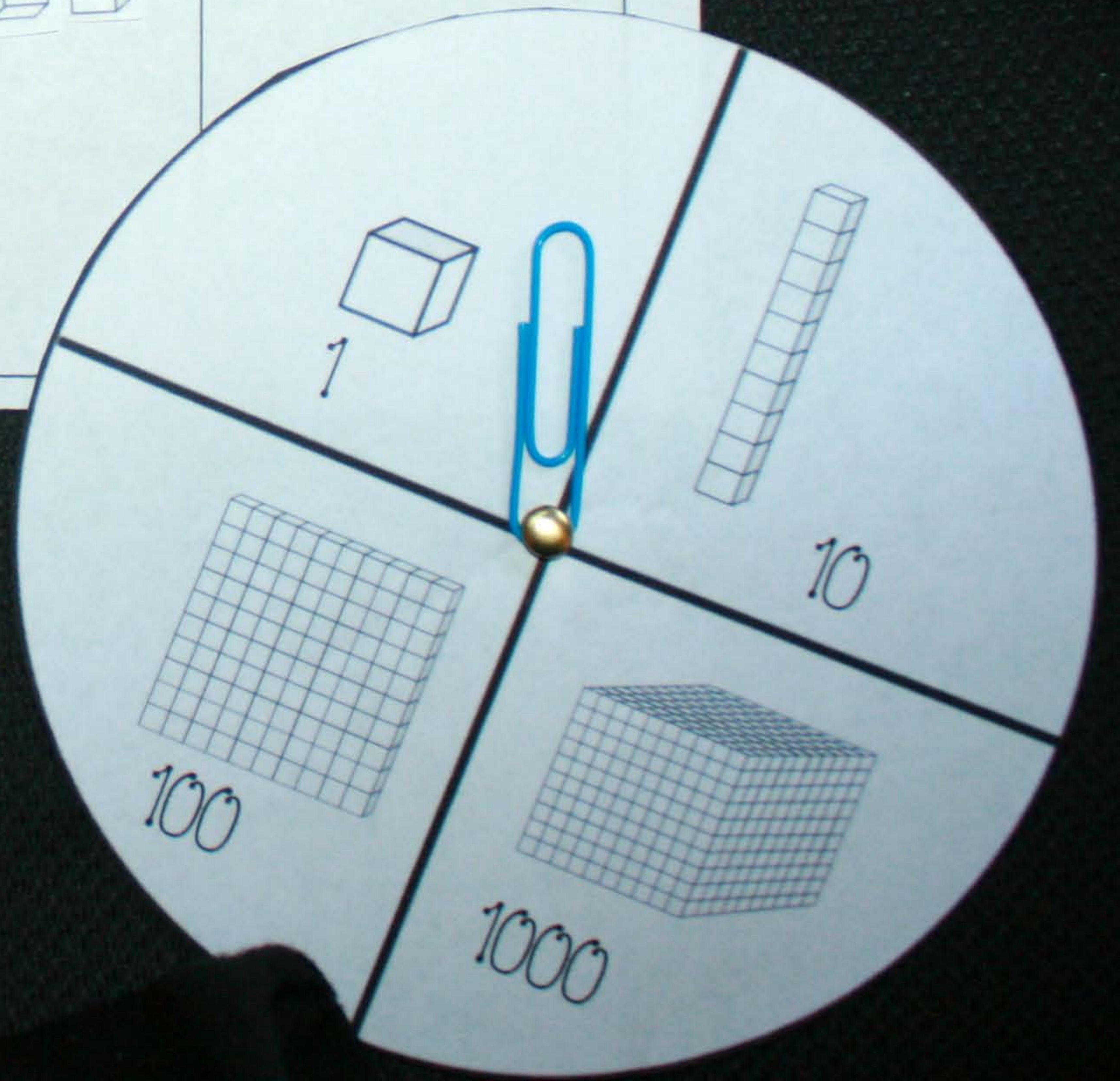
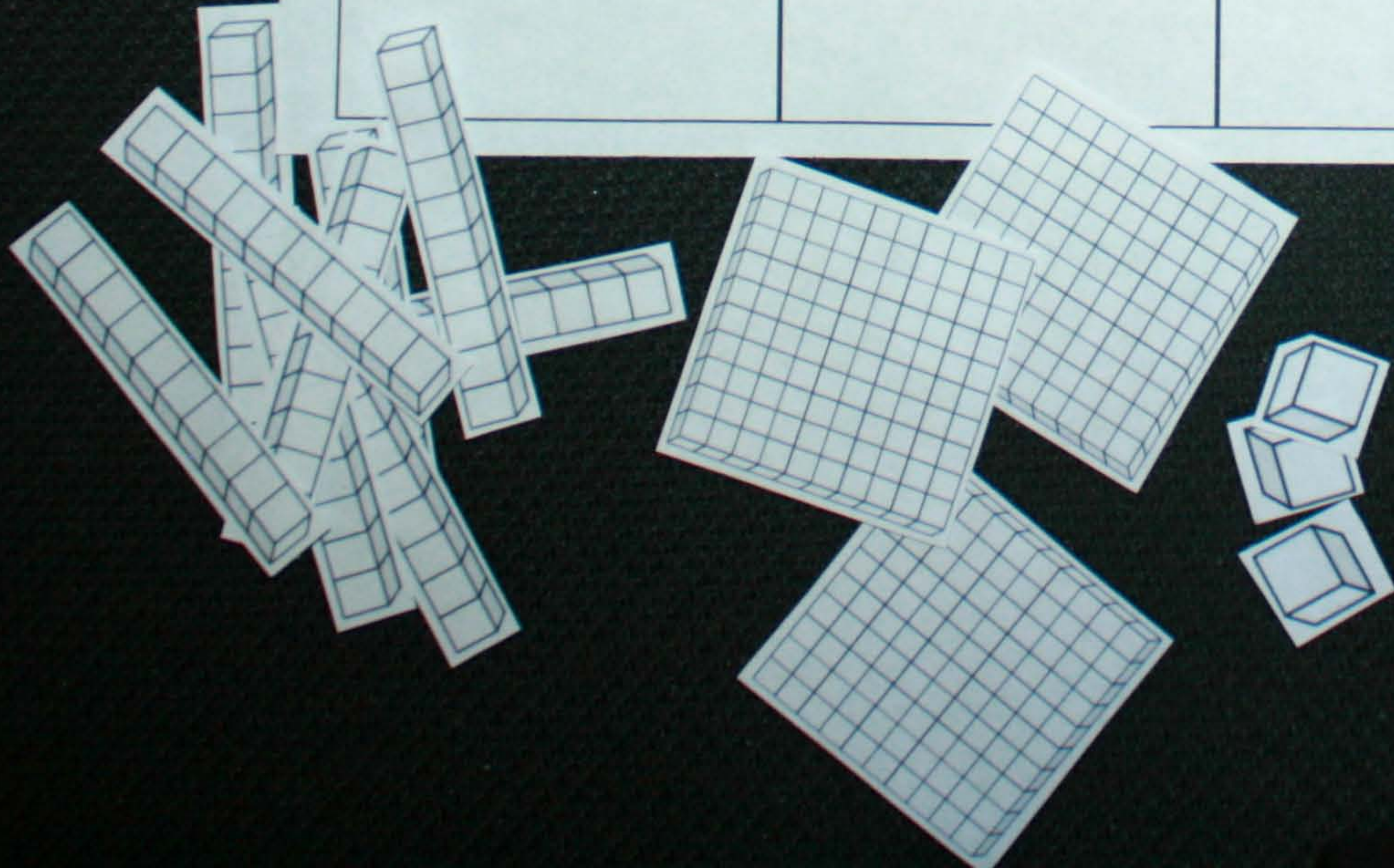
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1492



thousand's	hundred's	ten's	one's



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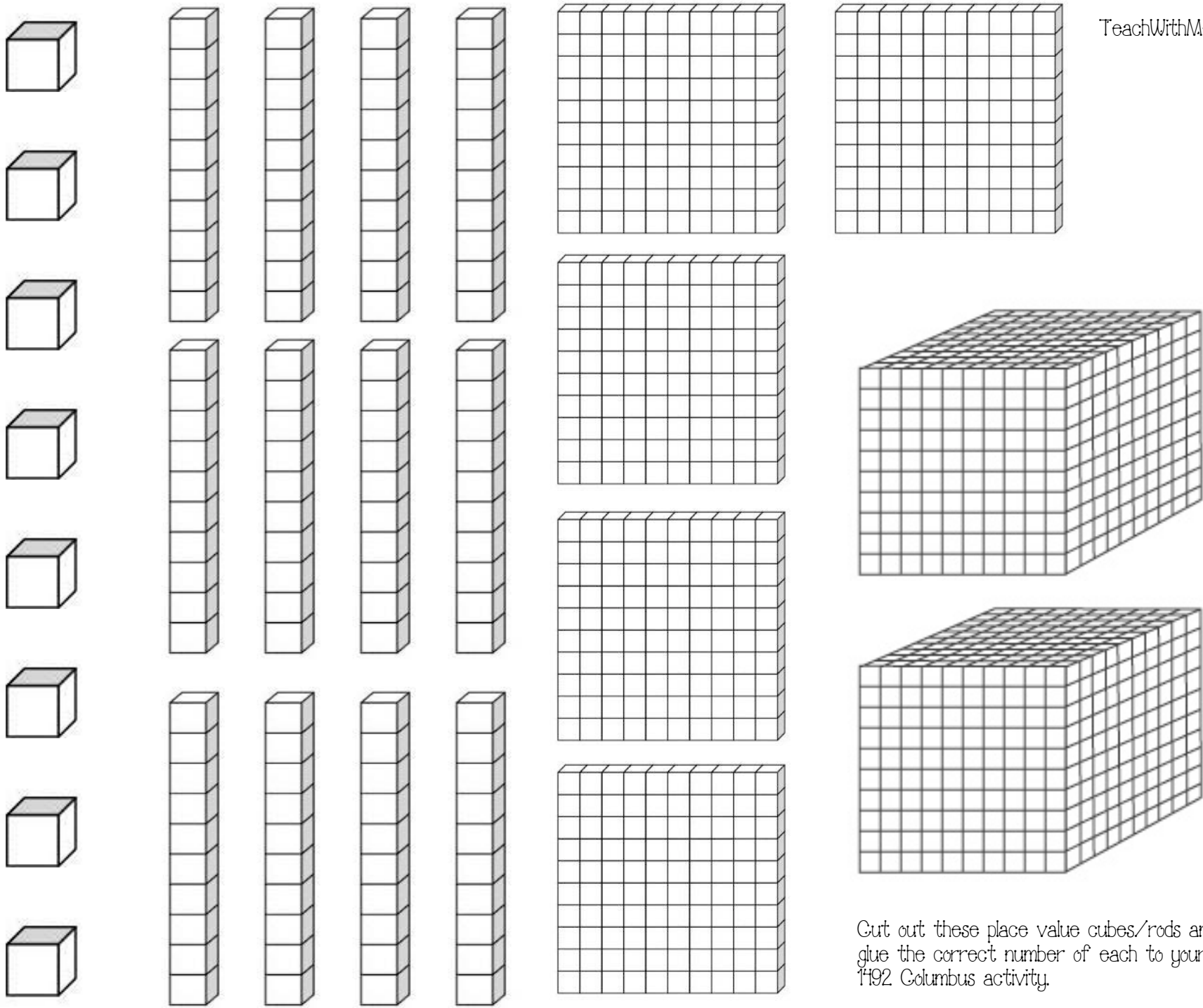


thousand's

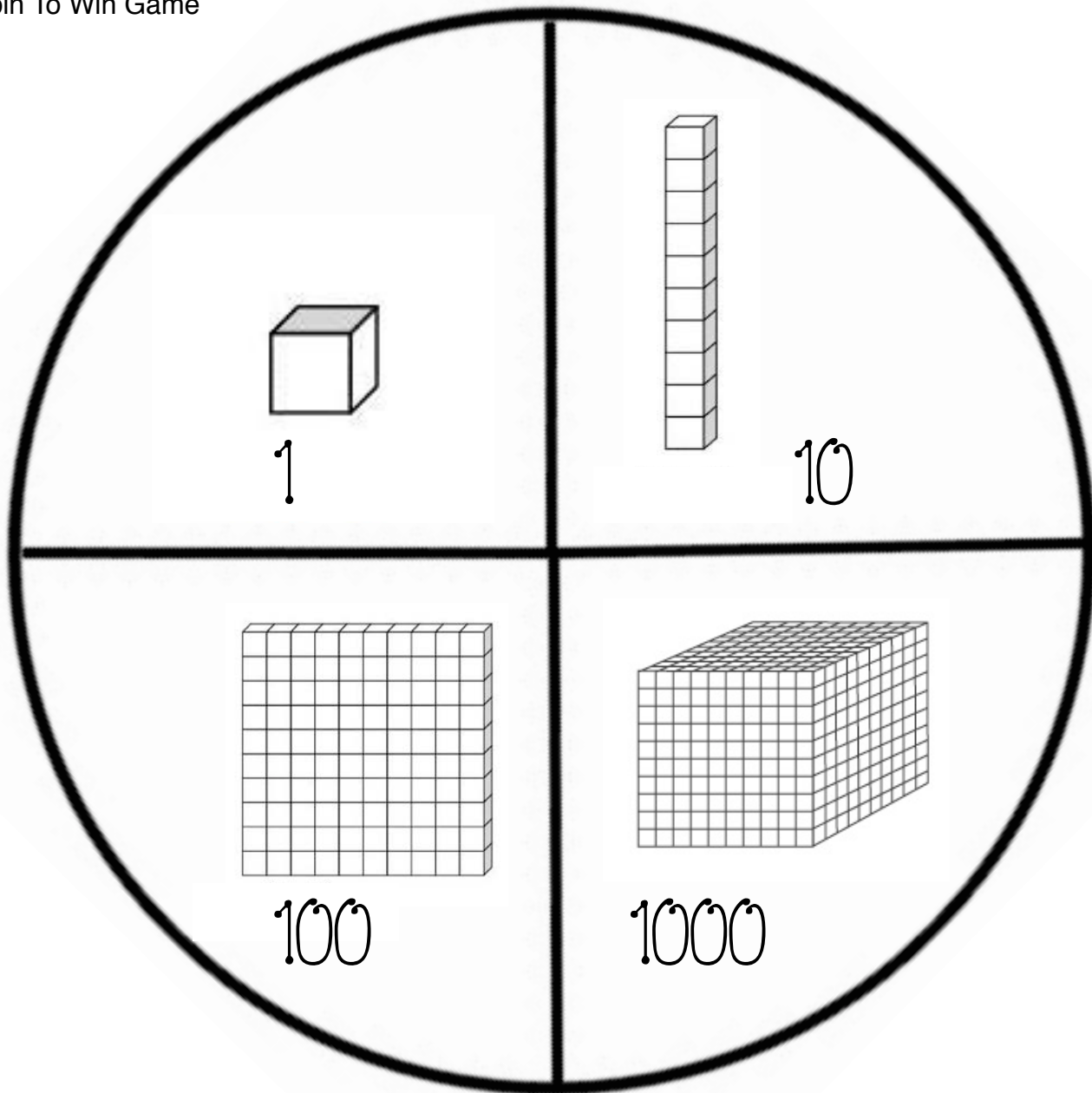
hundred's

ten's

one's



Cut out these place value cubes/rods and glue the correct number of each to your 1492 Columbus activity.



To make a spinner, print on white construction paper, trim, glue and laminate. Poke a hole in the center and add a brass brad and a paperclip.

Children choose a partner and take turns spinning the place value spinner.

The object of the game, is to be the first to collect enough 1's, 10's, 100's + one 1,000's cube to make the number 1492, the year Columbus sailed the blue.

Use real place value cubes and rods, or use my place value pattern page; print, laminate, and trim.

You can laminate this game to use each year, or laminate just the spinners and print off the 1492 mat + manipulatives and have students glue their pieces on when they spin them.