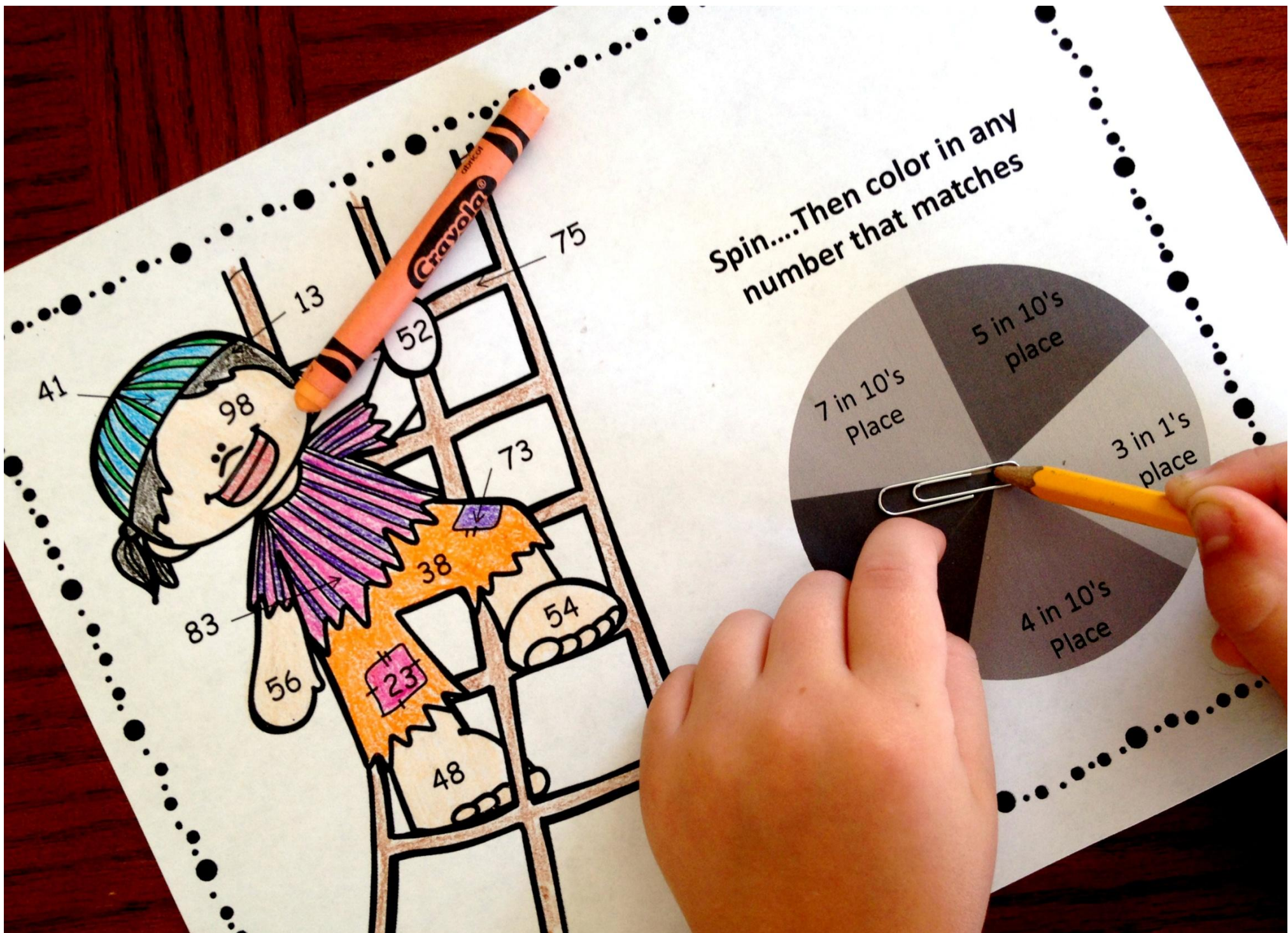# Pirate Place Value Coloring Game

Directions:

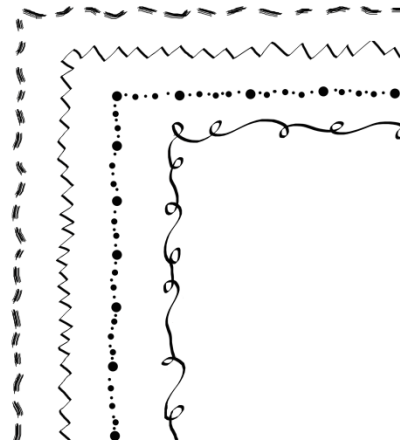Each coloring page has 12 coloring spaces, making it easy to differentiate for student.

Pass out a coloring page to each child, and provide crayons, paper clips, and pencils. Use the paper clips and pencil as a spinner.
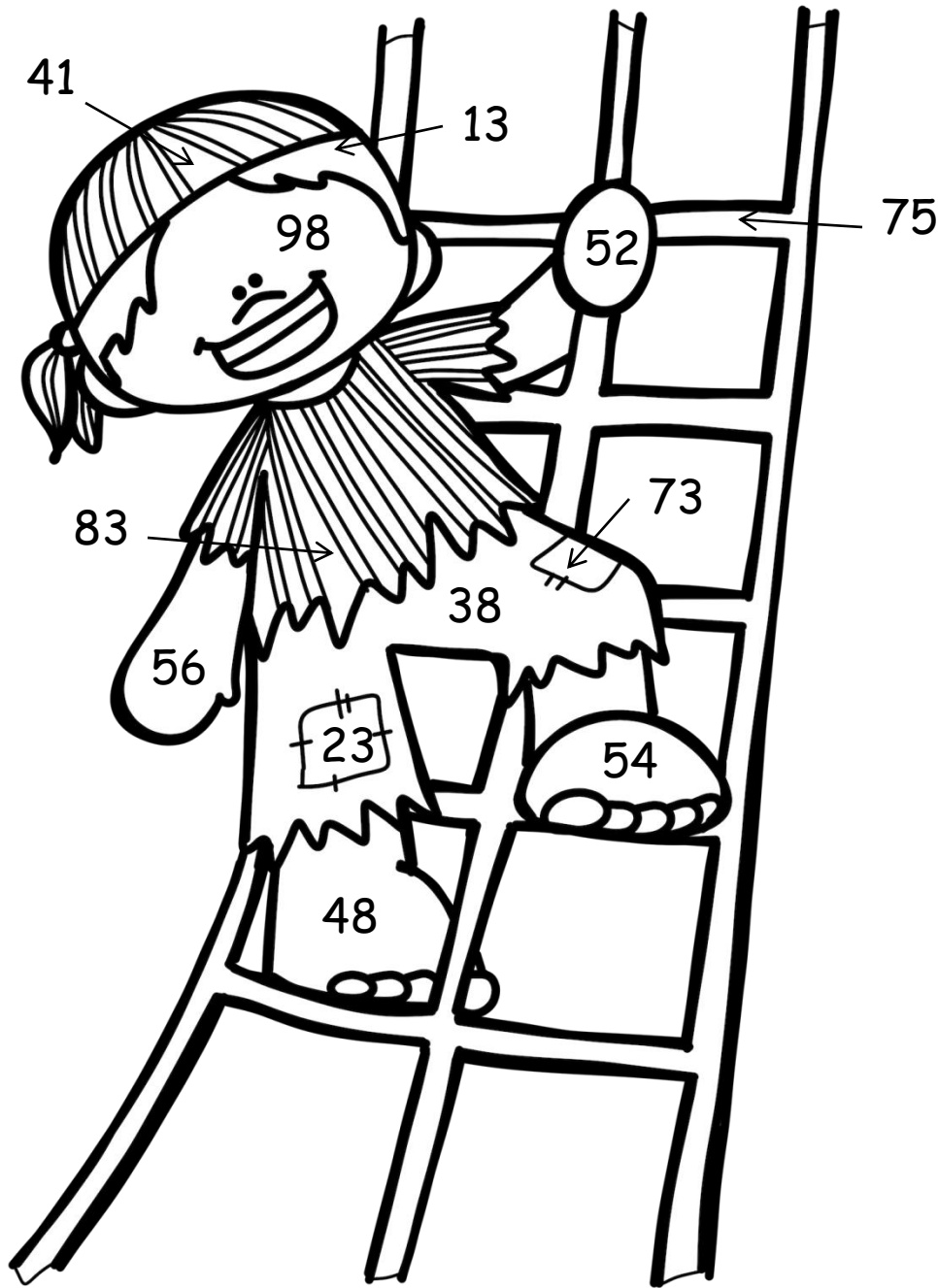
STEPS FOR PLAYING
- Spin
- Choose one number that matches what you spun
-Color in that number only (If you are coloring in a hand or hair, and there is not another number on the other hair or hand you will color in both parts.)
-You lose a turn if there is not a number to color that matches what you spun
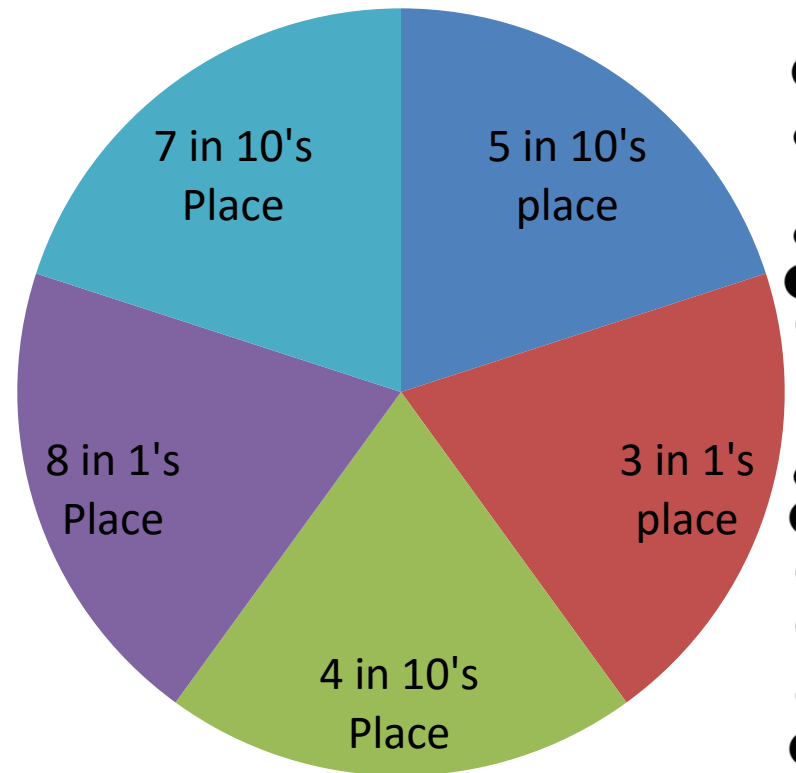-First person to color in all numbers, wins.

41

13

98

52

75

83

73

56

38

23

54

48

Directions:
- Spin
- Choose one number that matches what you spun
- Color in that number only
- You lose a turn if there is not a number to color that matches what you spun
- First person to color in all numbers, wins.

7 in 10's Place

5 in 10's place

8 in 1's Place

4 in 10's Place

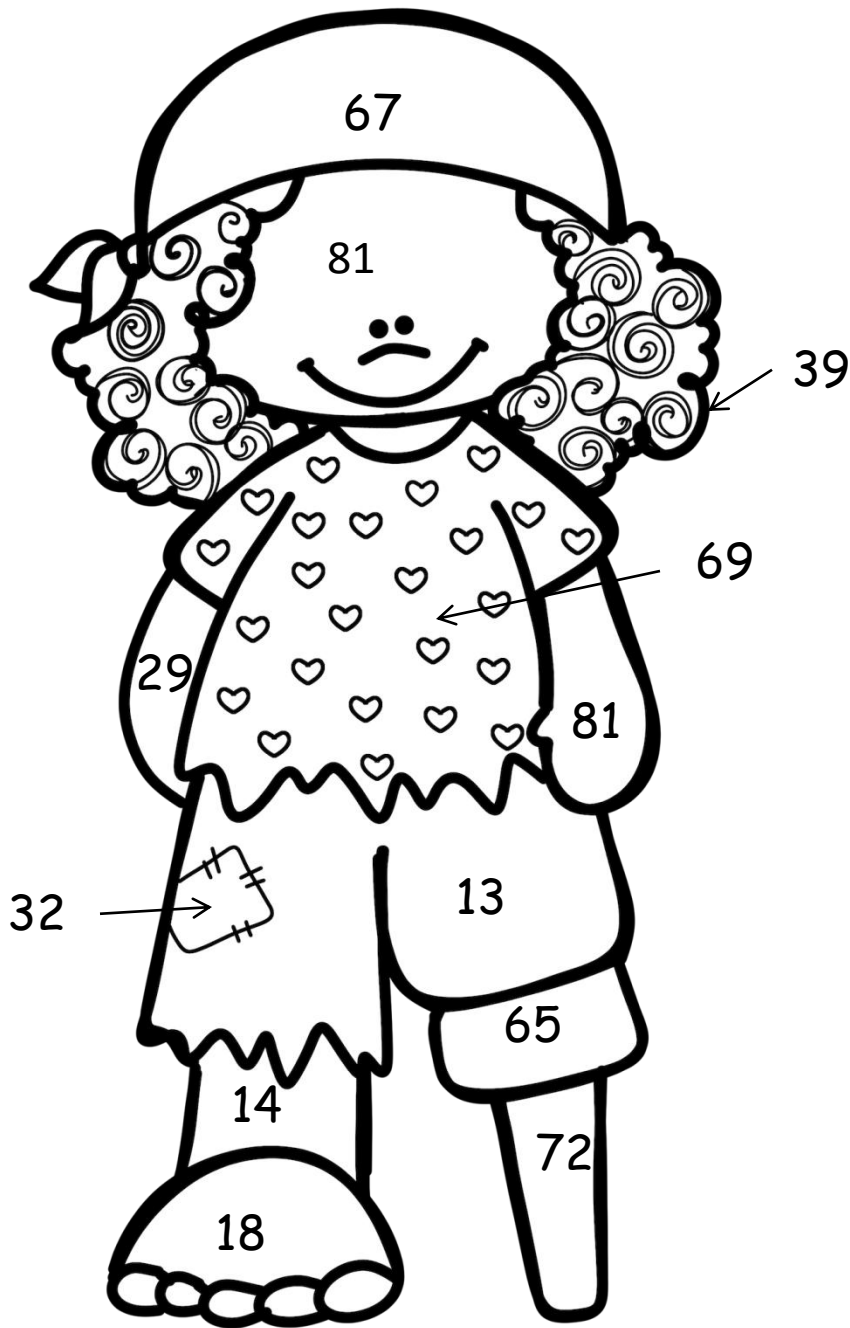3 in 1's place

67

81

39

69

29

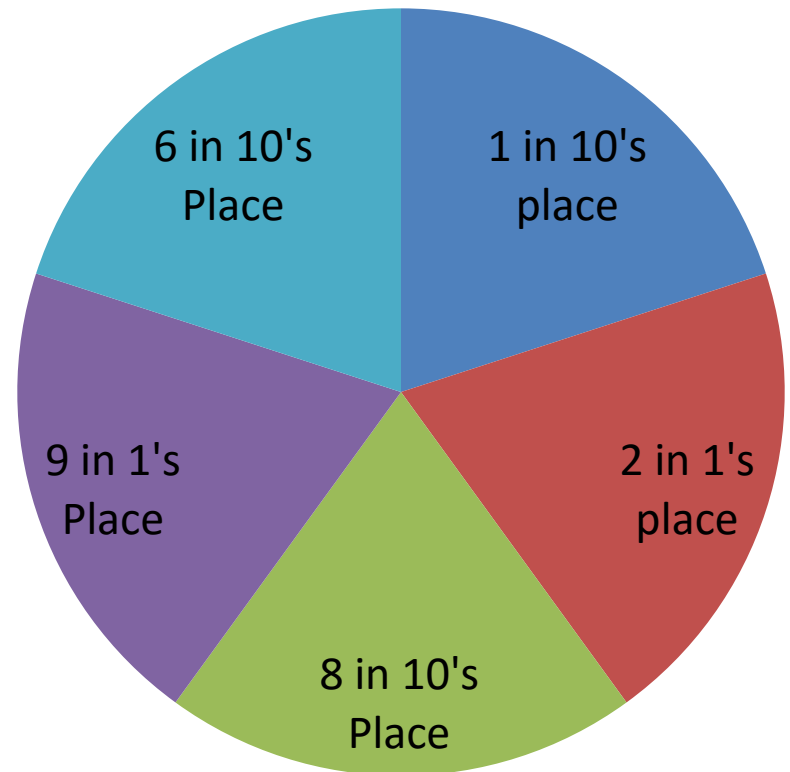81

32

13

65

14

72

18

Directions:
- Spin
- Choose one number that matches what you spun
- Color in that number only
- You lose a turn if there is not a number to color that matches what you spun
- First person to color in all numbers, wins.

6 in 10's Place

1 in 10's place

9 in 1's Place

2 in 1's place

8 in 10's Place

64

65

26

27

73

95

34

39

37

14

21

72

Directions:
- Spin
- Choose one number that matches what you spun
- Color in that number only
- You lose a turn if there is not a number to color that matches what you spun
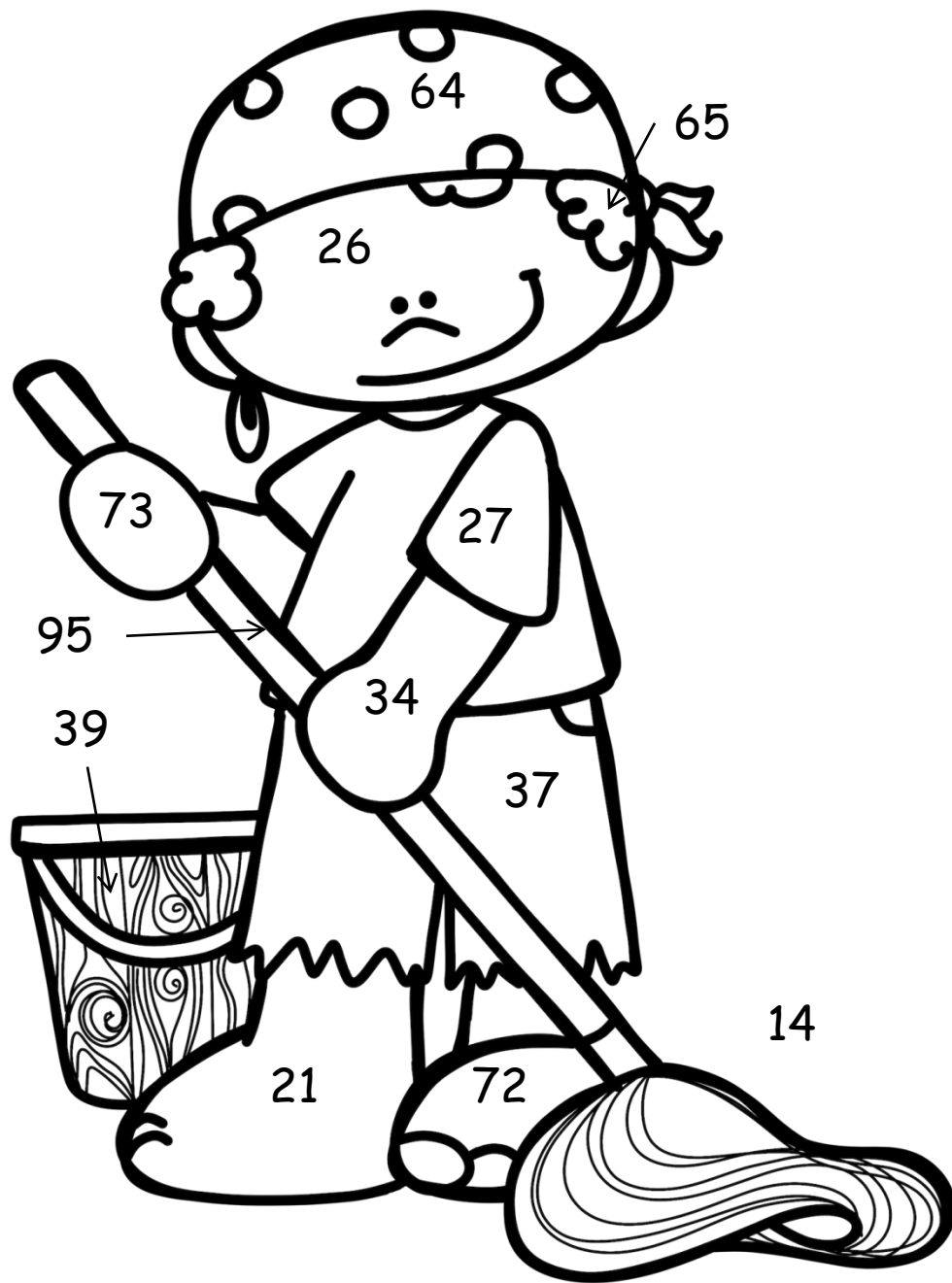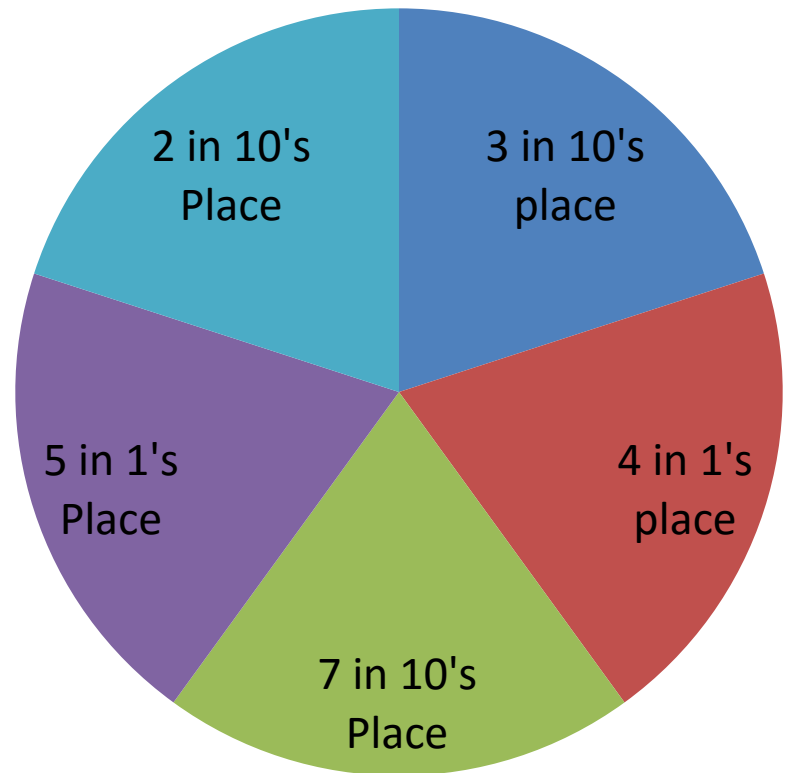- First person to color in all numbers, wins.

2 in 10's Place

3 in 10's place

5 in 1's Place

4 in 1's place

7 in 10's Place

165

879

875

467

254

561

298

245

213

79

718

712

6 in 10's Place

1 in 10's place

2 in 100's place

8 in 100's Place

9 in 1's Place

167

583

939

269

929

281

532

413

265

314

72

918

Directions:

- Spin
- Choose one number that matches what you spun
- Color in that number only
- You lose a turn if there is not a number to color that matches what you spun
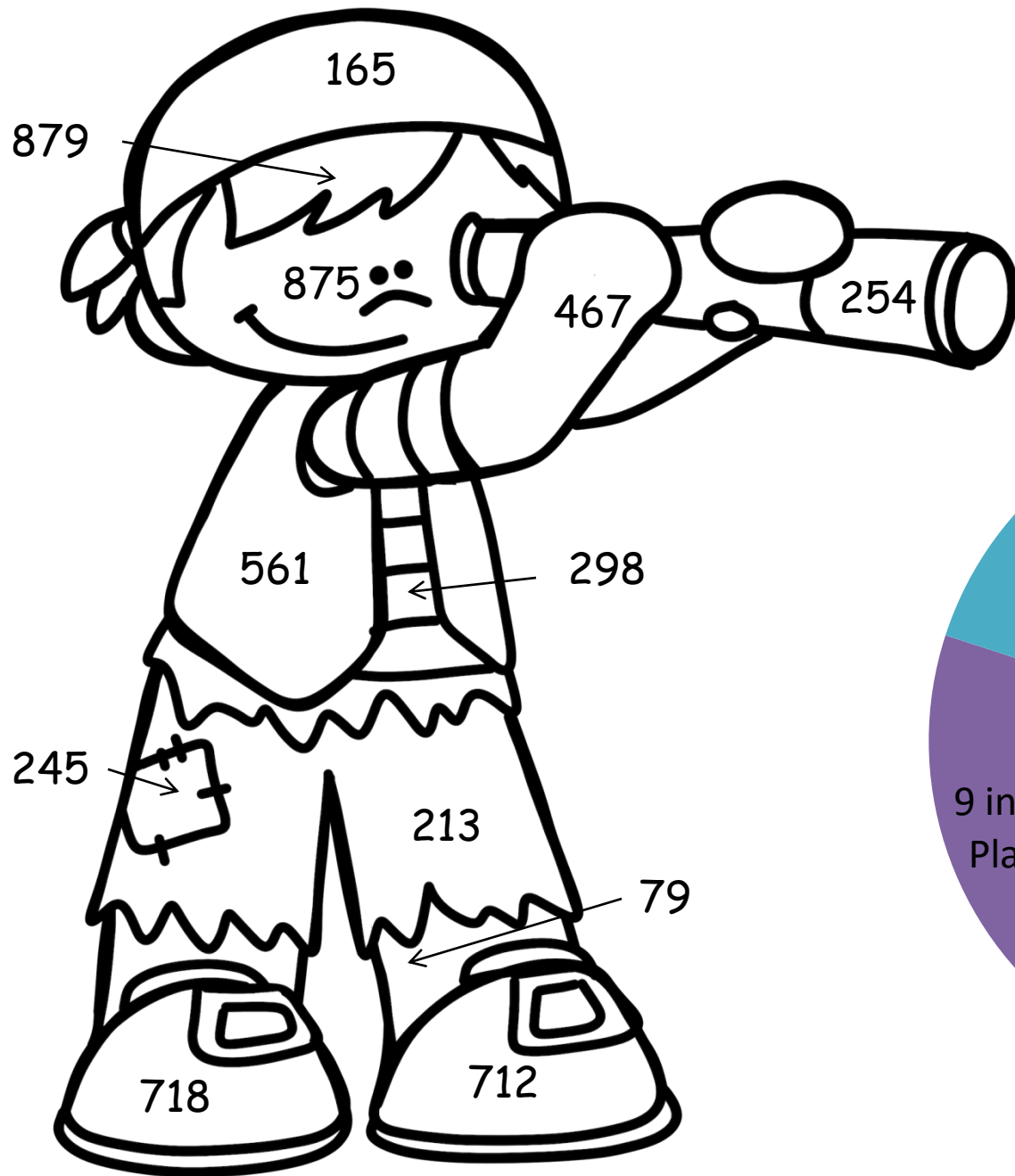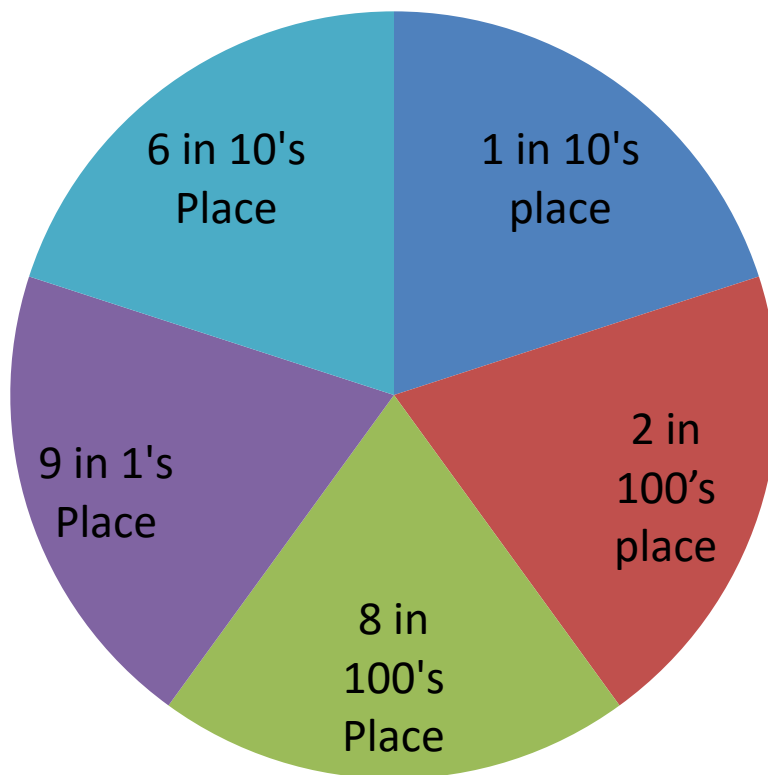- First person to color in all numbers, wins.

6 in 10's Place

1 in 10's place

9 in 100's Place

2 in 100's place

8 in 10's Place

141

813

398

745

12

883

143

380

356

53

254

148

Directions:
- Spin
- Choose one number that matches what you spun
- Color in that number only
- You lose a turn if there is not a number to color that matches what you spun
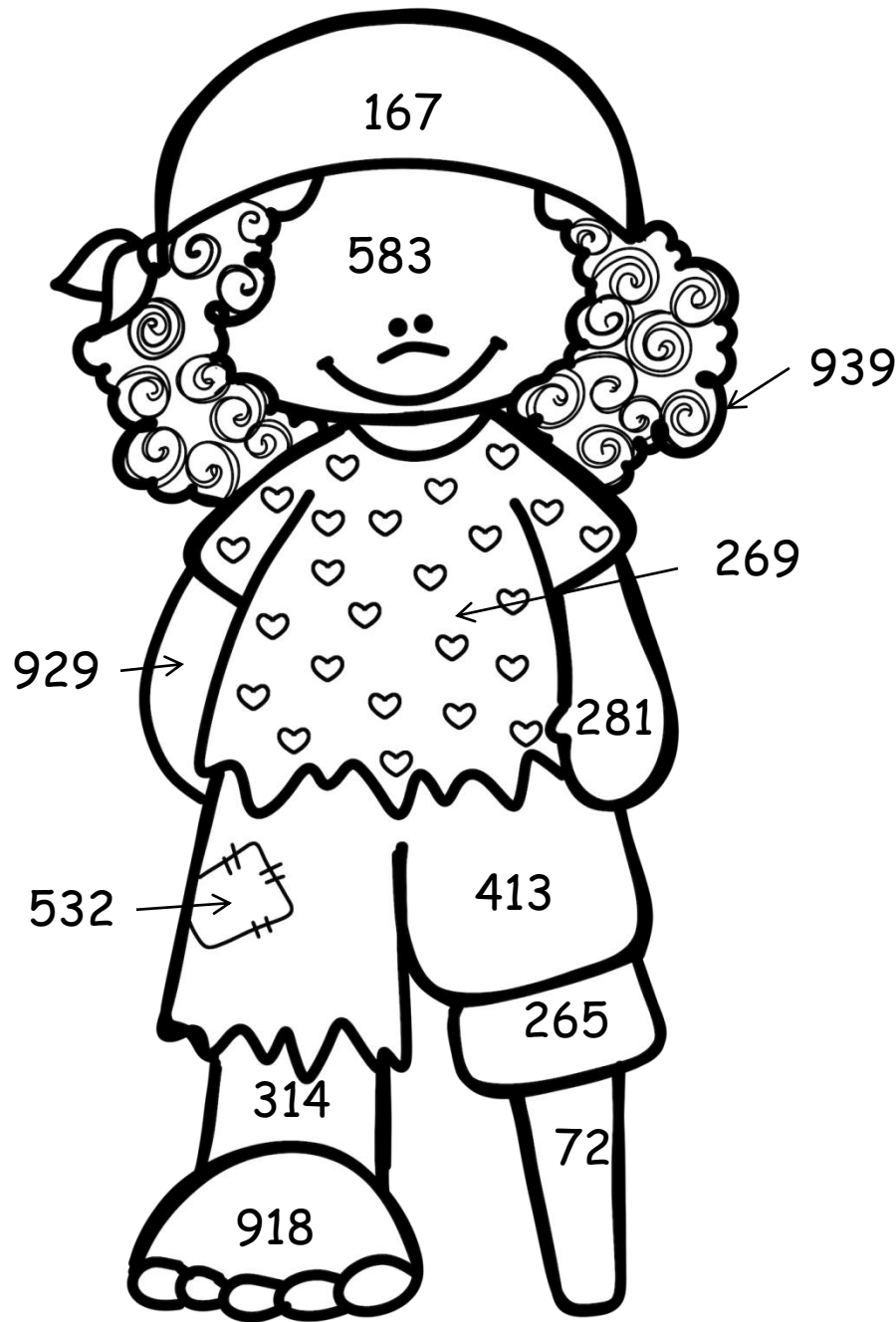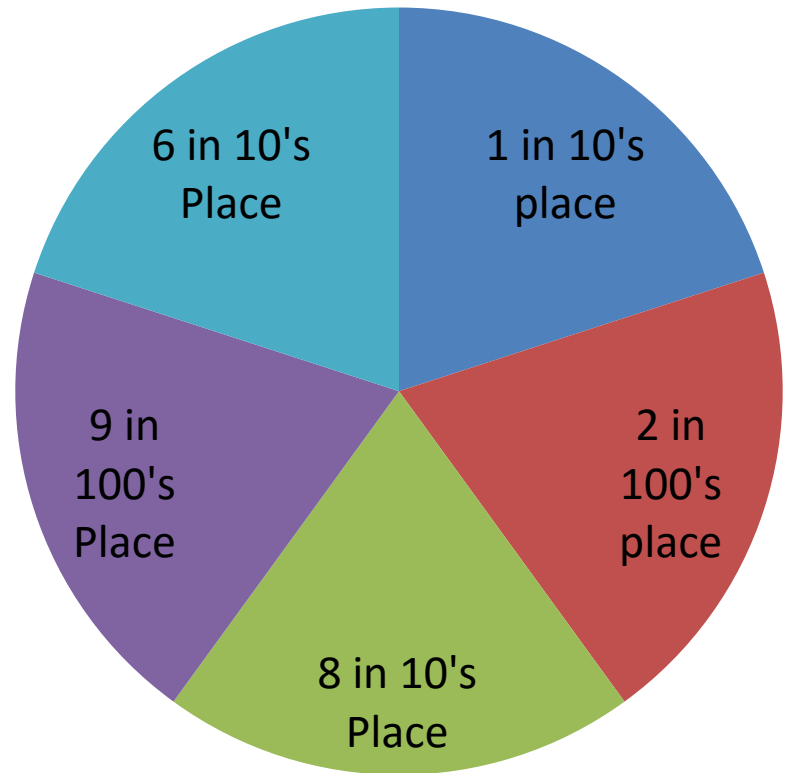- First person to color in all numbers, wins.

1 in 10's Place

5 in 10's place

8 in 100's Place

4 in 10's Place

3 in 100's place

6,364

7,165

5,826

723

727

5,895

534

7,939

1,347

21

1,372

3,714

Directions:
- Spin
- Choose one number that matches what you spun
-Color in that number only
-You lose a turn if there is not a number to color that matches what you spun
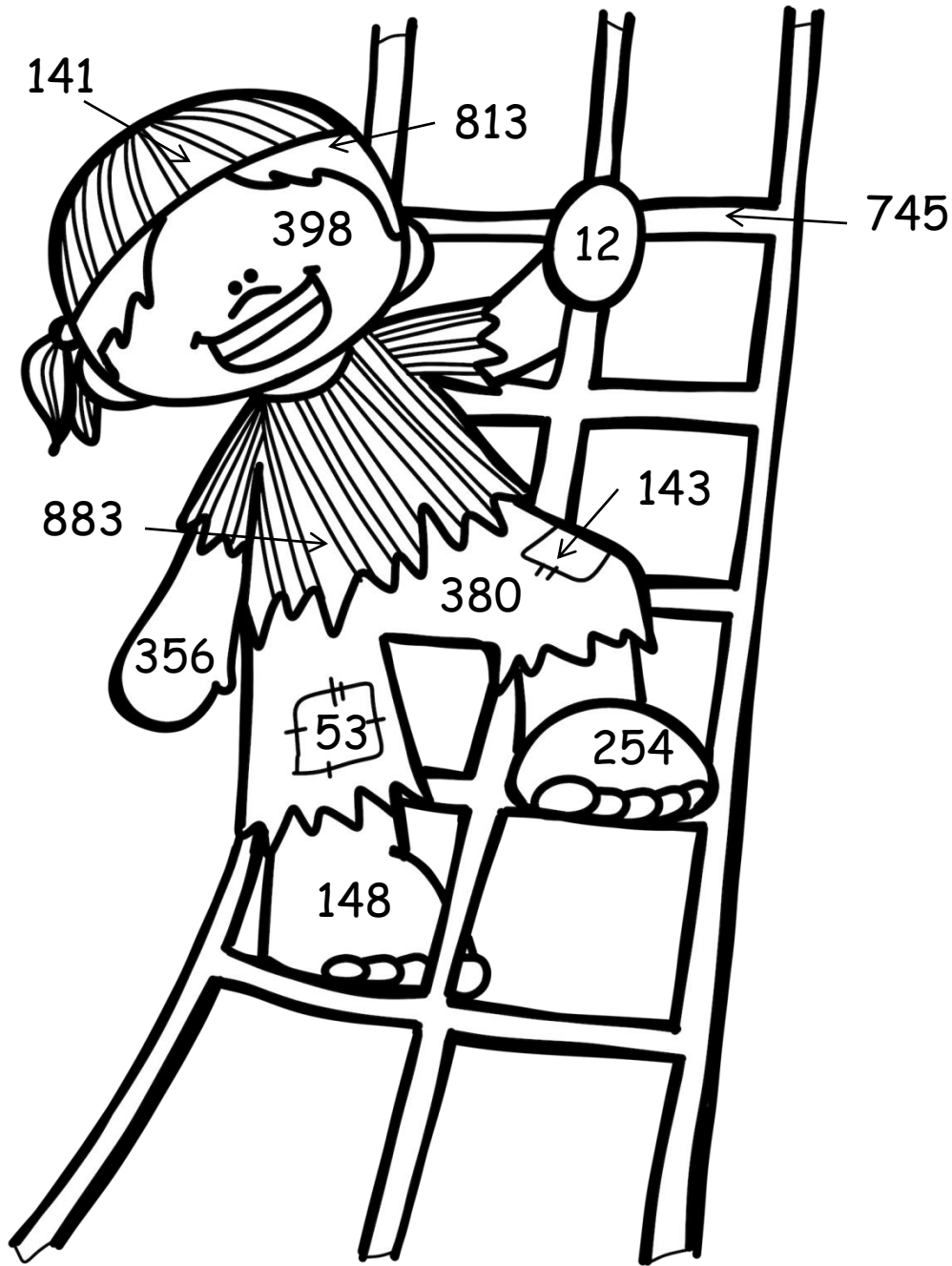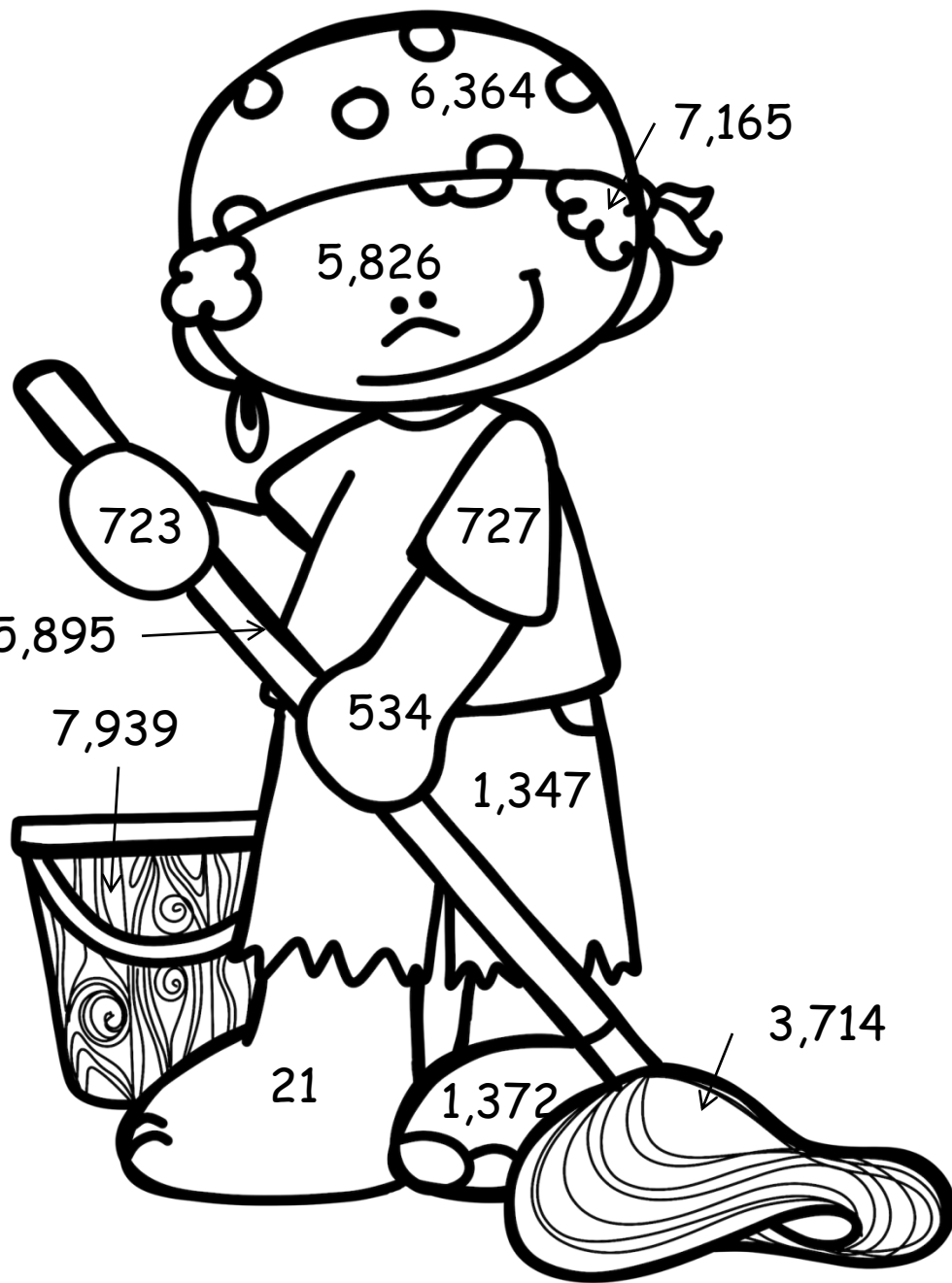-First person to color in all numbers, wins.

2 in 10's Place

3 in 100's place

4 in 1's place

7 in 1000's Place

5 in 1000's Place

6,892

7,832

5,491

5,835

345

8,123

6,876

9,895

45

5,431

8,456

1,495

Directions:
- Spin
- Choose one number that matches what you spun
- Color in that number only
- You lose a turn if there is not a number to color that matches what you spun
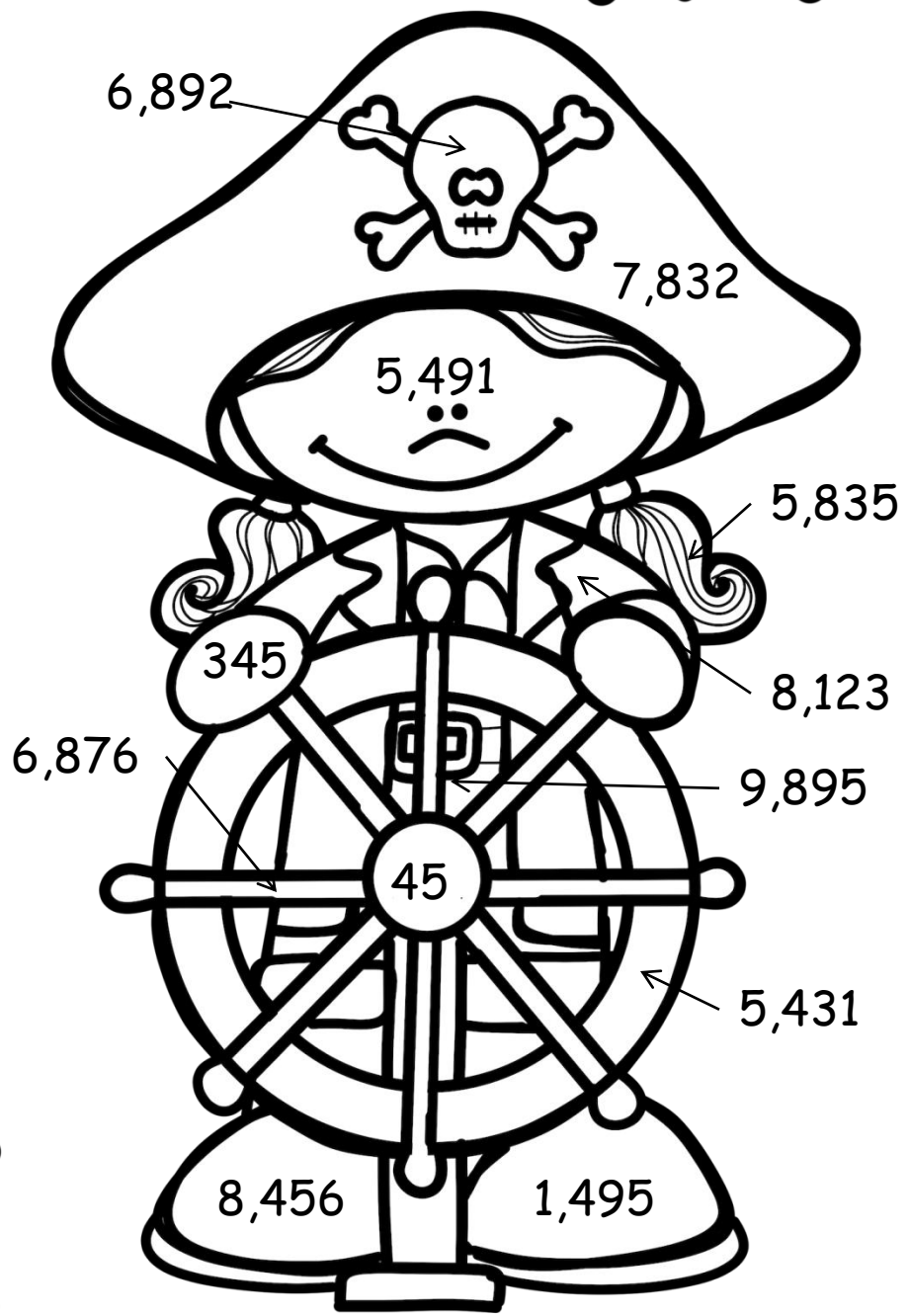- First person to color in all numbers, wins.

3 in 10's Place

4 in 100's place

8 in 1000's Place

6 in 1000's Place

5 in 1's place

6,435

4,897

5,437
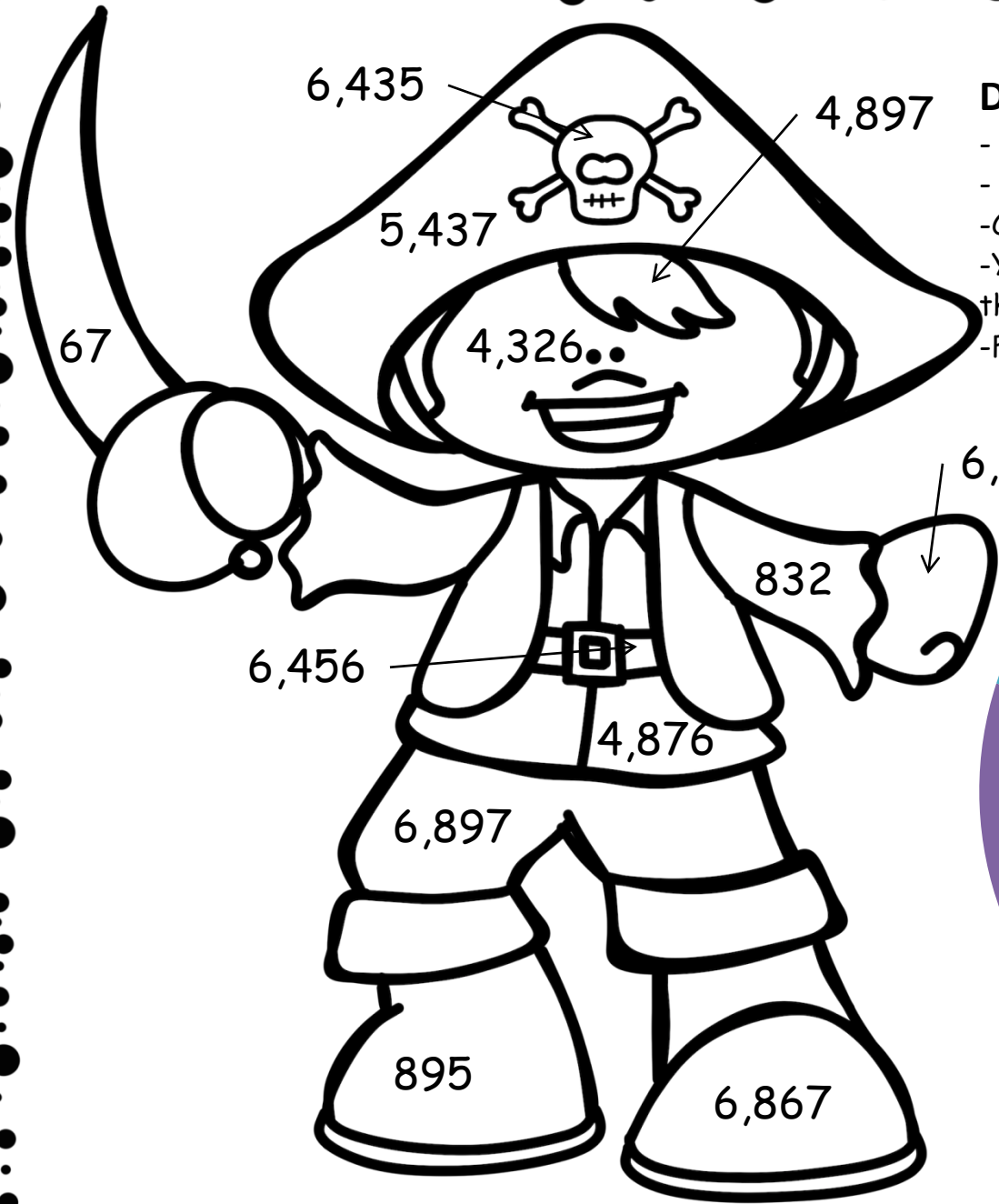
67

4,326

6,234

832

6,456

4,876

6,897

895

6,867

Directions:
- Spin
- Choose one number that matches what you spun
- Color in that number only
- You lose a turn if there is not a number to color that matches what you spun
- First person to color in all numbers, wins.

9 in 10's Place

8 in 100's place

4 in 1000's Place

6 in 1000's Place

7 in 1's place