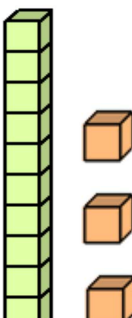


Name: \_\_\_\_\_

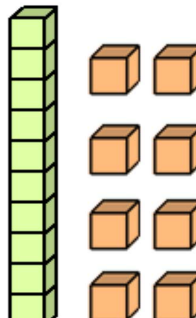
# PLACE VALUE

## Modeling Numbers with Base Ten Blocks

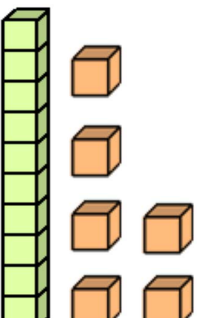
Regroup blocks into tens and ones and write the total as a two digit number.



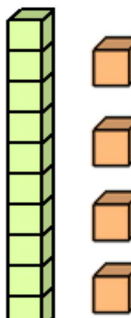
\_\_\_\_\_ tens  
\_\_\_\_\_ ones  
= \_\_\_\_\_



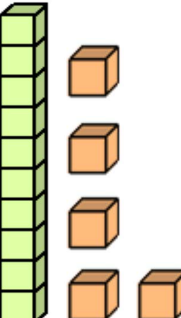
\_\_\_\_\_ tens  
\_\_\_\_\_ ones  
= \_\_\_\_\_



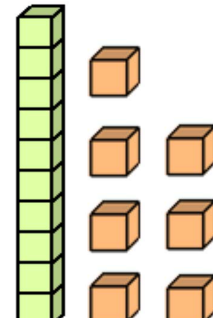
\_\_\_\_\_ tens  
\_\_\_\_\_ ones  
= \_\_\_\_\_



\_\_\_\_\_ tens  
\_\_\_\_\_ ones  
= \_\_\_\_\_



\_\_\_\_\_ tens  
\_\_\_\_\_ ones  
= \_\_\_\_\_



\_\_\_\_\_ tens  
\_\_\_\_\_ ones  
= \_\_\_\_\_

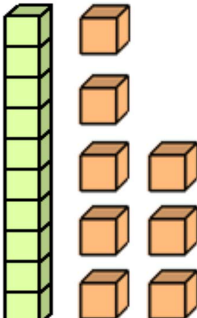
CCSS: 1.NBT.B.2

Name: \_\_\_\_\_

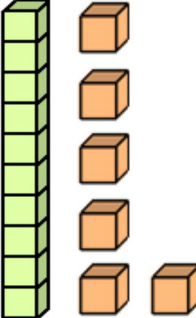
# PLACE VALUE

## Modeling Numbers with Base Ten Blocks

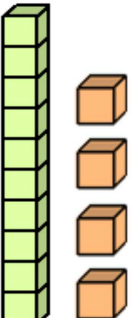
Regroup blocks into tens and ones and write the total as a two digit number.



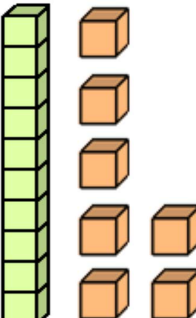
\_\_\_\_\_ tens  
\_\_\_\_\_ ones  
= \_\_\_\_\_



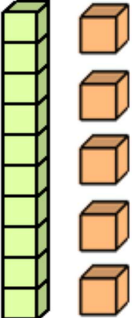
\_\_\_\_\_ tens  
\_\_\_\_\_ ones  
= \_\_\_\_\_



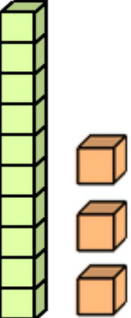
\_\_\_\_\_ tens  
\_\_\_\_\_ ones  
= \_\_\_\_\_



\_\_\_\_\_ tens  
\_\_\_\_\_ ones  
= \_\_\_\_\_



\_\_\_\_\_ tens  
\_\_\_\_\_ ones  
= \_\_\_\_\_



\_\_\_\_\_ tens  
\_\_\_\_\_ ones  
= \_\_\_\_\_

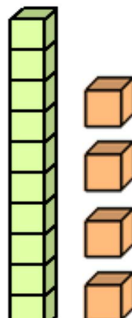
CCSS: 1.NBT.B.2

Name: \_\_\_\_\_

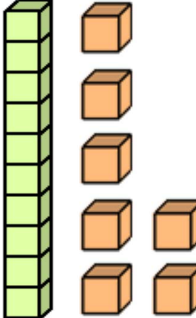
# PLACE VALUE

## Modeling Numbers with Base Ten Blocks

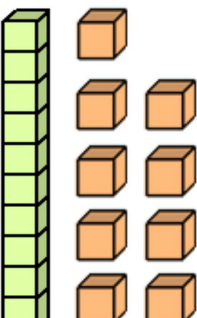
Regroup blocks into tens and ones and write the total as a two digit number.



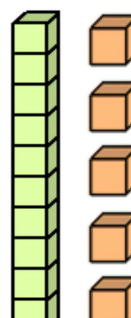
\_\_\_\_\_ tens  
\_\_\_\_\_ ones  
= \_\_\_\_\_



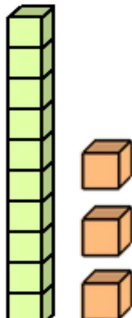
\_\_\_\_\_ tens  
\_\_\_\_\_ ones  
= \_\_\_\_\_



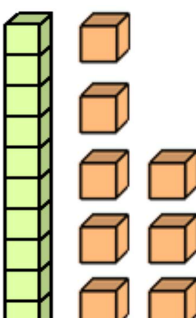
\_\_\_\_\_ tens  
\_\_\_\_\_ ones  
= \_\_\_\_\_



\_\_\_\_\_ tens  
\_\_\_\_\_ ones  
= \_\_\_\_\_



\_\_\_\_\_ tens  
\_\_\_\_\_ ones  
= \_\_\_\_\_



\_\_\_\_\_ tens  
\_\_\_\_\_ ones  
= \_\_\_\_\_

CCSS: 1.NBT.B.2