

Deci-Mill Dunk



Building Fluency: comparing decimals

Materials: a pair of dice, 20 different color game markers per player (color tiles)

Number of Players: 2-4

Directions:

1. Take turns rolling the dice.
2. Choose either space on the grid named by the digits on the die
Example: (4,5) or (5,4).
3. Find a number less than the number on the grid in the space you rolled. Place your marker there.
4. If there is no open space with a number less than your roll, you lose a turn.
5. Continue taking turns until one player has four in a row in any direction. If all spaces are filled with no color in a row of four, the player with the most markers on the board is the winner.

Variation/Extension: Students can create their own gameboard. Have students explain how they know which decimal is bigger.

6	.04	.41	.46	.59	.45	.09
5	.26	.40	.76	.51	.75	.19
4	.33	.31	.62	.85	.68	.34
3	.37	.39	.69	.87	.61	.38
2	.17	.3	.74	.52	.73	.24
1	.07	.29	.44	.58	.43	.02
	1	2	3	4	5	6

Deci-Moves

Building Fluency: comparing decimals

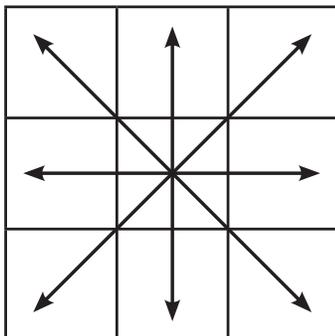
Materials: gameboard, 4 color game markers per player (clear plastic chips work well), and a coin

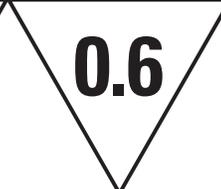
Number of Players: 2

Directions:

1. Each player chooses one side of the board and places her or his game markers on the 4 triangles on that side.
2. Take turns tossing the coin.
3. If the coin comes up heads, move one of your markers to a space having a number larger than the number your game marker is on.
4. If the coin comes up tails, move one of your game markers to a space having a number smaller than the number your game marker is on.
5. You can move up or down, left or right, or diagonally, one space only (See diagram to the right).
6. If your game marker can move to a space occupied by your opponent's game marker their game marker moves back to a beginning triangle. Only one game marker may be on a space at one time.
7. If you are able to move one of your game markers, you must do so, no matter what the direction. If the only move you can make is away from a triangle on your opponent's side, you must make that move.
8. If you have no move within the rules, you lose your turn.
9. The winner is the first player to get all of her or his game markers to the triangles on the other side of the board.

Variation/Extension: Students can create their own gameboard. An additional blank gameboard is added for your convenience.



			
0.7	0.8	0.5	0.2
0.62	0.88	0.60	0.15
0.09	0.67	0.72	0.02
0.4	0.81	0.3	0.27
0.04	0.75	0.1	0.91
0.49	0.05	0.57	0.25
0.31	0.95	0.13	0.65
			
0.3	0.4	0.5	0.6

