

Race to a Meter: A Decimal Game

Number of Players: 2

Materials: meter stick, base-10 blocks (40 cubes and 20+ longs), recording sheet, die with decimal numbers in tenths and hundredths (e.g., .01, .02, .08, .12, .15, .18 or mix decimals and fractions: $\frac{1}{10}$, 0.2, $\frac{5}{100}$, 0.13, $\frac{1}{4}$, 0.06).

Directions:

The object of the game is to be the first to reach the end of the meter stick.

1. Players play on opposite sides of the meter stick.
2. Players take turns rolling the die, and beginning at zero, place the appropriate number of rods or cubes along the edge of the meter stick.
3. When a player has 10 or more cubes, he/she should trade them for a ten-cm rod.
4. After each round, each player should record the move on an individual chart with these headings:

<u>Number on Die</u>	<u>Total Score to this point</u>
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4. The winner does not have to land exactly on one meter, but may finish beyond the end of the meter stick.

Extensions:

- Play the game "backwards" by racing to zero. Start with 10 rods laid out on each side of the meter stick. The winner is the first player to reach zero.
- Roll two dice and choose the larger number to use to reach the finish line.
- Roll two dice and add the two numbers to get a sum to use to place (or remove) rods and cubes along the meter stick.