Target that Decimal

Materials:

- 1 game board per student
- Transparent Counters (10 per student)
- One 10 sided die (0 - 9) for each pair of students

Directions:

To introduce the game, play the game as a class, with students working with a partner on one game board. This encourages discussion and questions. The directions are written for this introduction to the game. However, once students understand how to play, this easily becomes a partner game.

1. Record the target decimal for all to see.

   **Note: A good target number for this game is in the middle teens, like 15.754.*

2. The goal is be on target or as close as possible by adding all the numbers that have a counter on them at the end of 10 rolls of the die.
3. The teacher rolls the die and calls out the number rolled. Players may need time to make a decision as the game progresses.
4. Every time the die is rolled, players choose which number to cover. For example, if a 5 is rolled, players may cover 5 or 0.5 or 0.05 or 0.005.
5. Players must participate in every roll of the die.
6. Counters may be moved once they have been placed and may not be stacked on top of each other.
7. If 0 is rolled, then everyone misses a turn and the counter is put above the card so the players can keep track of how many rolls are left.
8. When finished the players' sums are compared.
    1. Who was closest?
    2. How close were you?
    3. How do you know?

Target that Decimal Game Board

1	0.1	0.01	0.001
2	0.2	0.02	0.002
3	0.3	0.03	0.003
4	0.4	0.04	0.004
5	0.5	0.05	0.005
6	0.6	0.06	0.006
7	0.7	0.07	0.007
8	0.8	0.08	0.008
9	0.9	0.09	0.009