

Hunt for Decimals

0.27	1.28	8.79	0.04	0.61	6.141
0.02	2.073	4.08	9.72	0.25	13.02
2.63	8.381	0.06	0.23	6.57	7.186
0.156	0.73	53.62	2.41	1.58	0.17
0.78	0.53	3.159	0.67	0.55	0.20
0.081	0.21	1.34	0.10	5.22	0.198
0.69	2.54	5.43	0.82	3.27	4.04

Materials: Hunt for Decimals board for each player, 10 counters

1. Work with a partner. Sit opposite one another with a divider standing between you.
2. Each player covers five decimals on his or her board with counters.
3. Take turns to try and guess each other's covered decimals. Be sure to read the decimals correctly (i.e. "three and four tenths, not "three point four").
4. If one of the decimals marked is called out, the player guessing gets one point. If the player names a decimal that is touching one that is covered, the clue of "close" is given.
5. The first player to locate three decimals wins the round and gets an extra two points.
6. At the end of five rounds, add your points and compare your scores. The player with the highest score wins the game.

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