

Roll and Round

1.1	2.1	3.1	4.1	5.1	6.1
1.2	2.2	3.2	4.2	5.2	6.2
1.3	2.3	3.3	4.3	5.3	6.3
1.4	2.4	3.4	4.4	5.4	6.4
1.5	2.5	3.5	4.5	5.5	6.5
1.6	2.6	3.6	4.6	5.6	6.6

Materials: 3 number cubes marked 1-6, counters

Number of Players: 2

1. Take turns to roll three number cubes. Create a decimal by placing a decimal point after the first digit. You may place the number cubes in any order. For example, if you roll 3, 4, and 6 you can create 3.46, 3.64, 4.36, 4.63, 6.43, or 6.34.
2. Round the decimal to the **nearest tenth**. Justify your thinking. Place a counter on the rounded decimal on the game board.
3. The first player to have four adjacent counters in a horizontal, vertical, or diagonal line on the board wins the game.

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1.1	2.1	3.1	4.1	5.1	6.1
1.2	2.2	3.2	4.2	5.2	6.2
1.3	2.3	3.3	4.3	5.3	6.3
1.4	2.4	3.4	4.4	5.4	6.4
1.5	2.5	3.5	4.5	5.5	6.5
1.6	2.6	3.6	4.6	5.6	6.6

___ and ___ hundredths
rounded to the nearest tenth
is ___ and ___ tenth(s)
because

___ and ___ hundredths
rounded to the nearest tenth
is ___ and ___ tenth(s)
because

___ and ___ hundredths
rounded to the nearest tenth
is ___ and ___ tenth(s)
because

___ and ___ hundredths
rounded to the nearest tenth
is ___ and ___ tenth(s)
because