

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