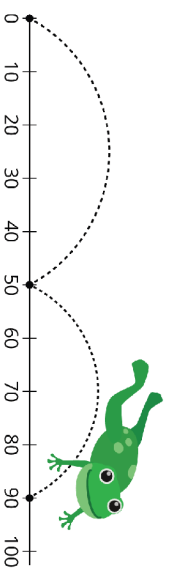
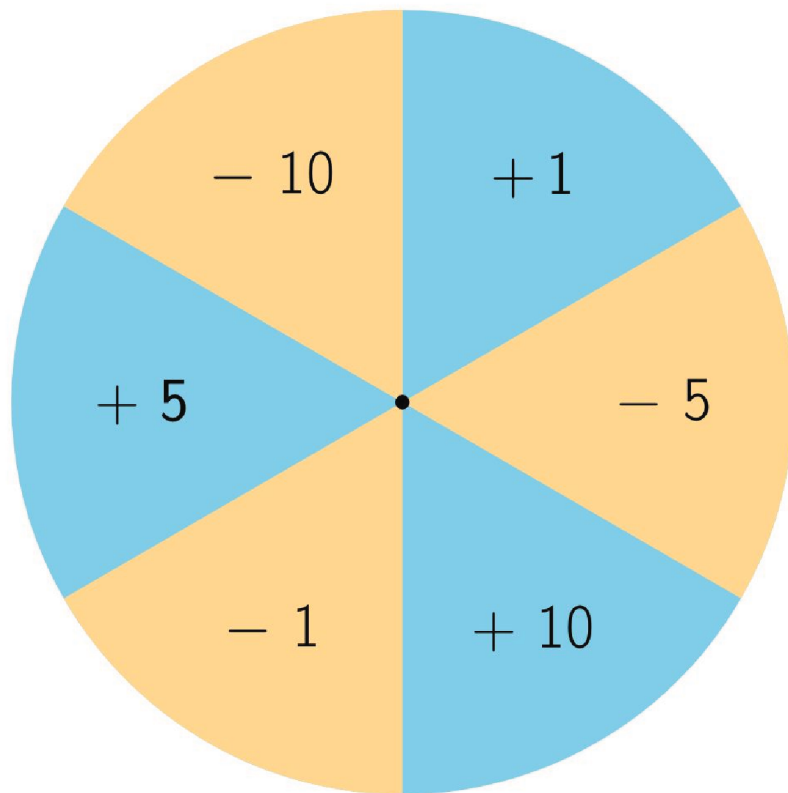
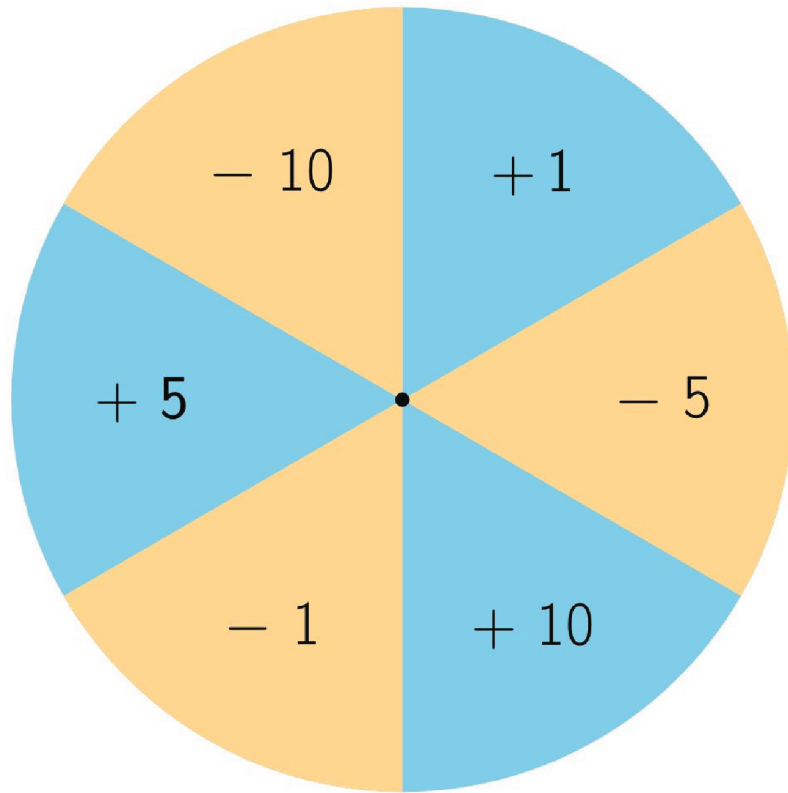
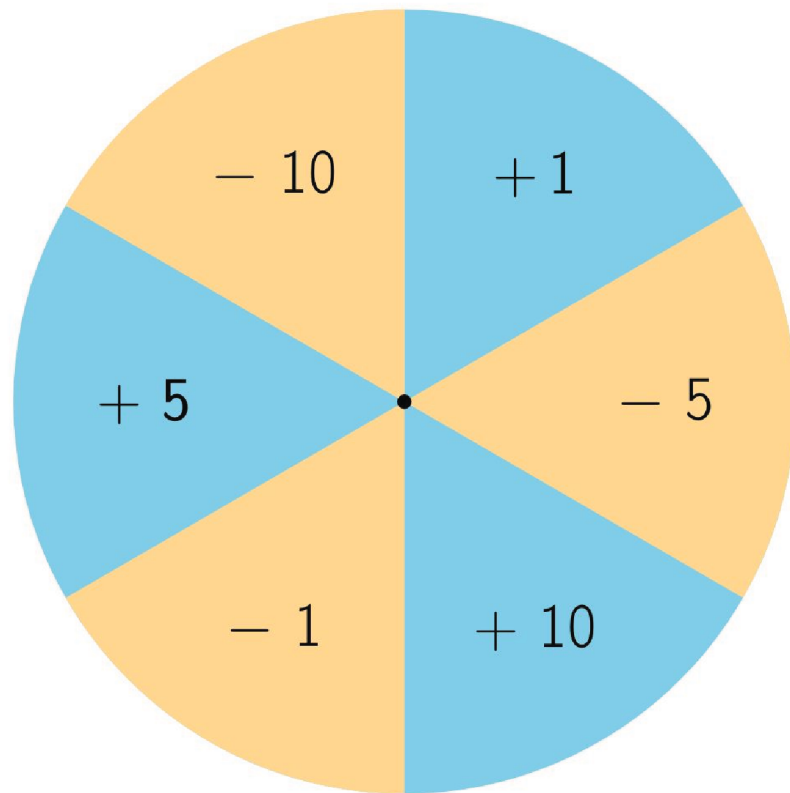


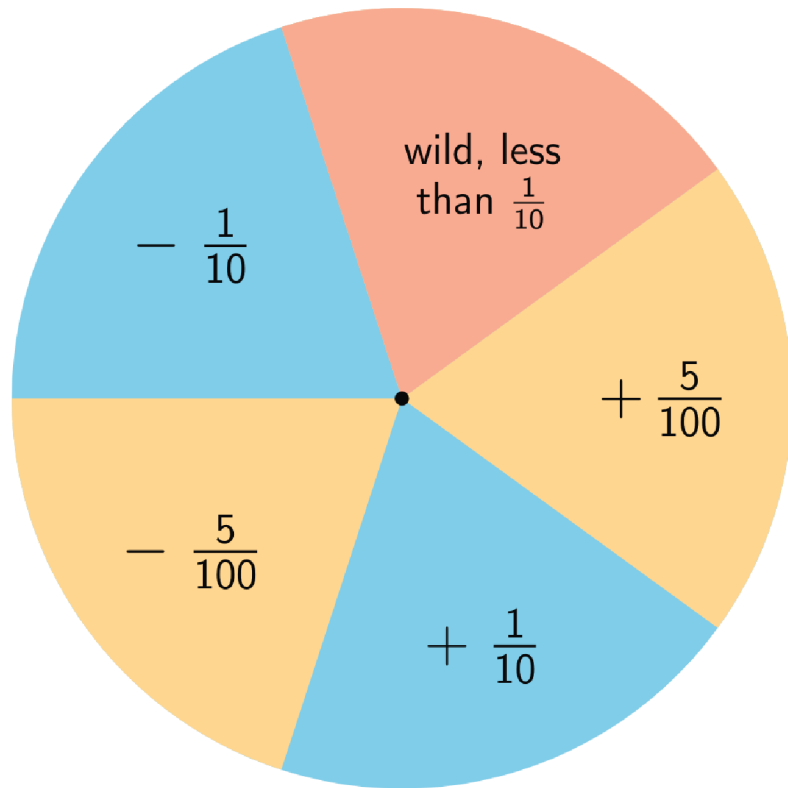
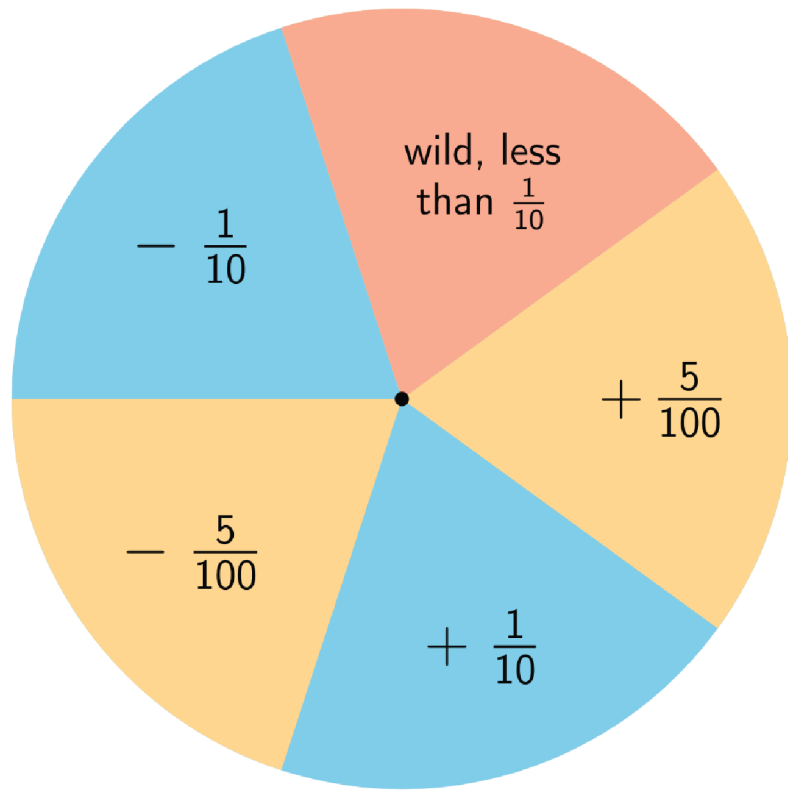
Directions:

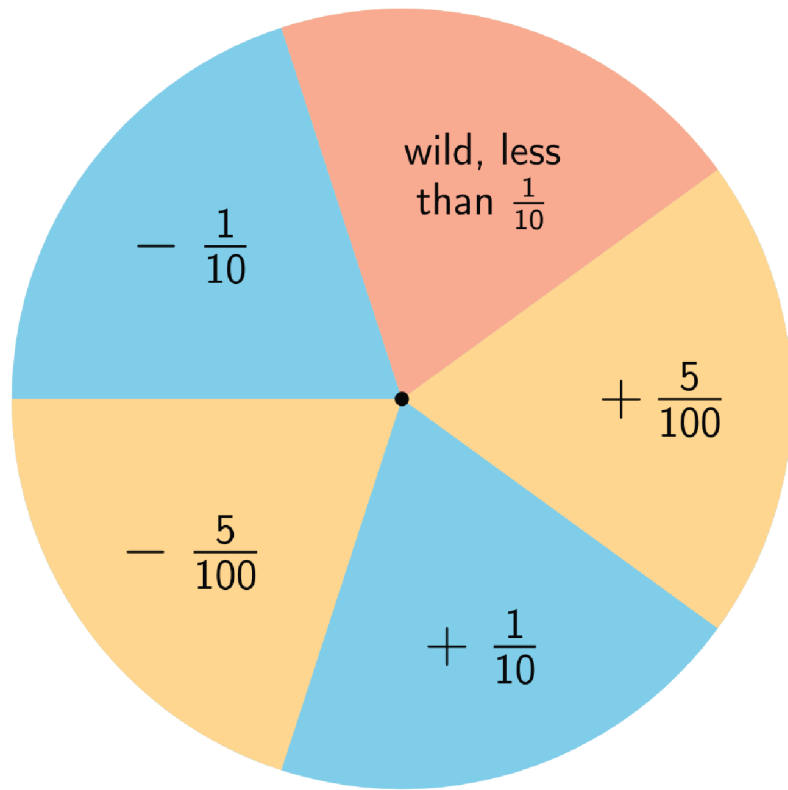
- Choose 3 target numbers. Mark them on the number line.
- Both partners start at 30.
- On your turn:
 - Spin all 3 spinners.
 - Choose a number from 1 of the spinners. Move that distance on the number line. If all 3 spins result in a move off the number line, spin again.
 - Mark your location on the number line.
- Take turns. The first partner to land on 2 of the target numbers wins.





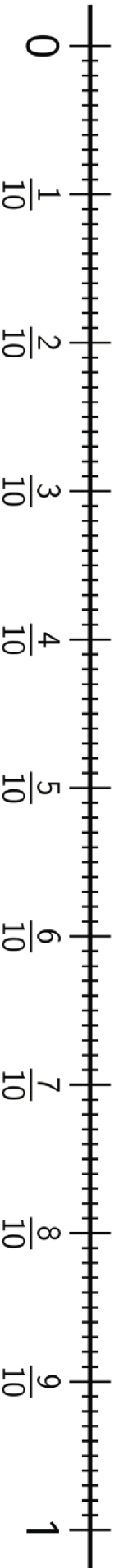
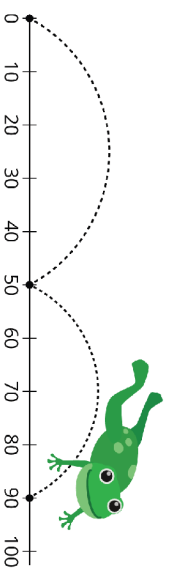


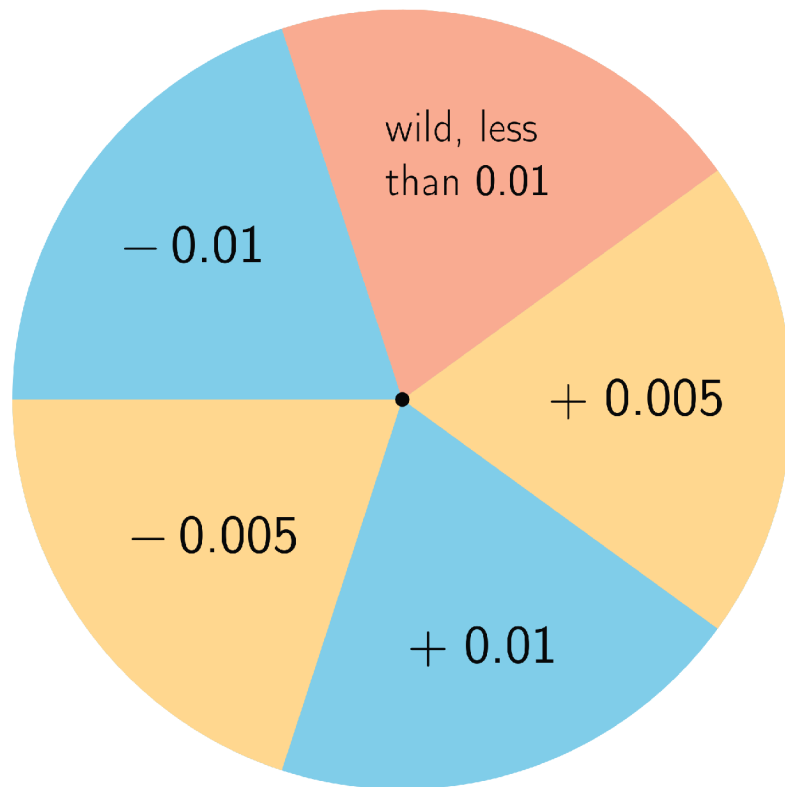
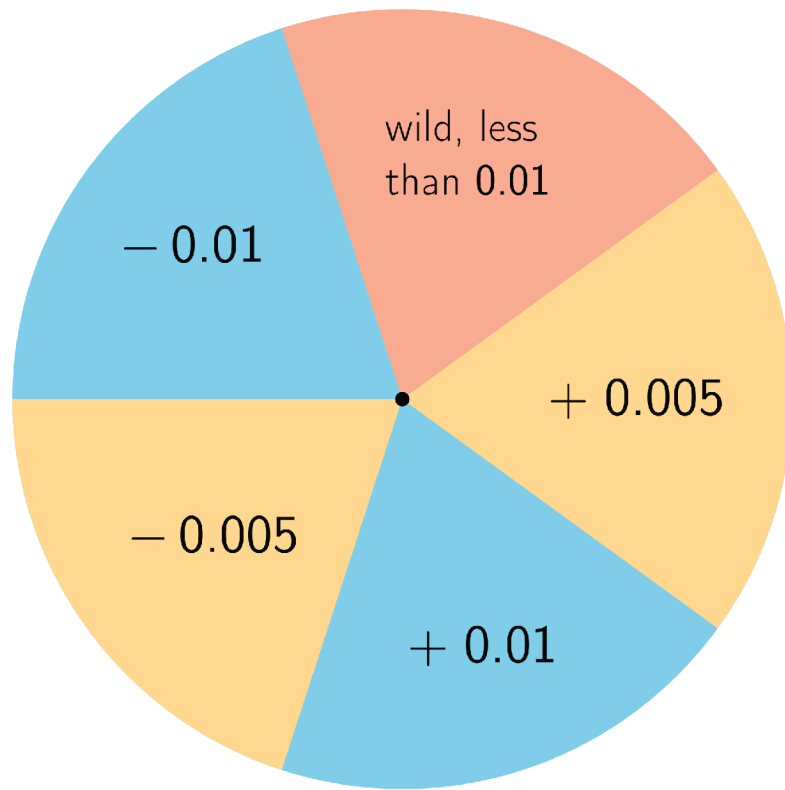


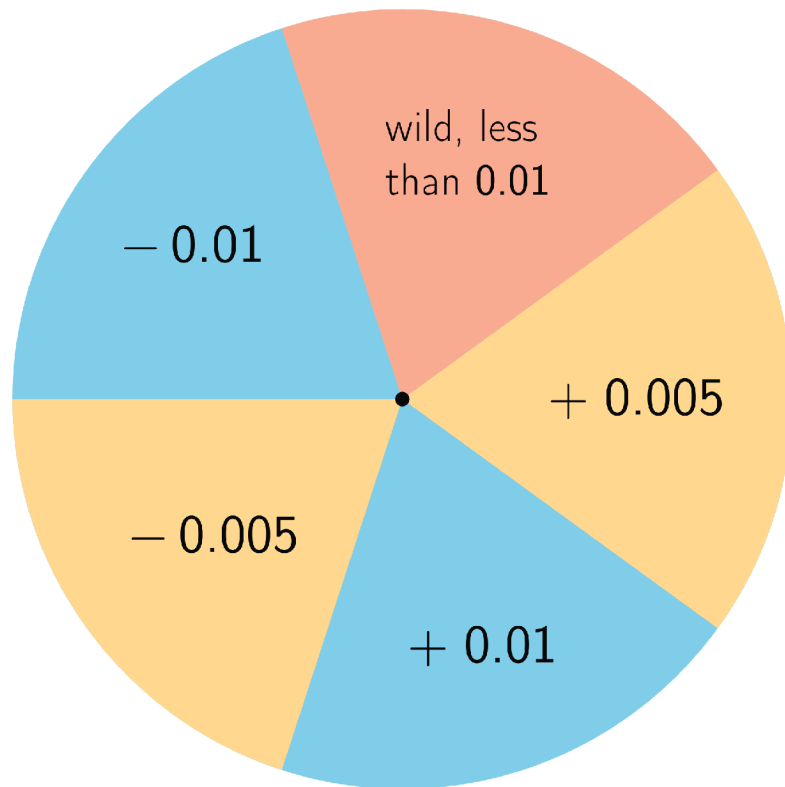


Directions:

- Choose 3 target numbers. Mark them on the number line.
- Both partners start at 0.
- On your turn:
 - Spin all 3 spinners.
 - Choose a number from 1 of the spinners. For a wild spin, add or subtract a fraction less than $\frac{1}{10}$.
 - Move the chosen distance on the number line.
 - Mark your location on the number line.
- Take turns. The first partner to land on 2 of the target numbers wins.







Directions:

- Choose 3 target numbers. Mark them on the number line.
- Both partners start at 0.
- On your turn:
 - Spin all 3 spinners.
 - Choose a number from 1 of the spinners. For a wild spin, add or subtract a decimal number less than 0.01.
 - Move the chosen distance on the number line.
 - Mark your location on the number line.
- Take turns. The first partner to land on 2 of the target numbers wins.

