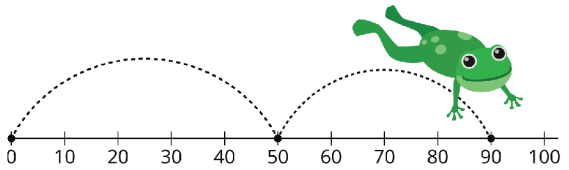
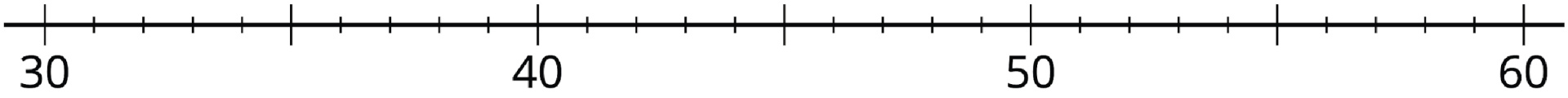
Directions:



- 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.



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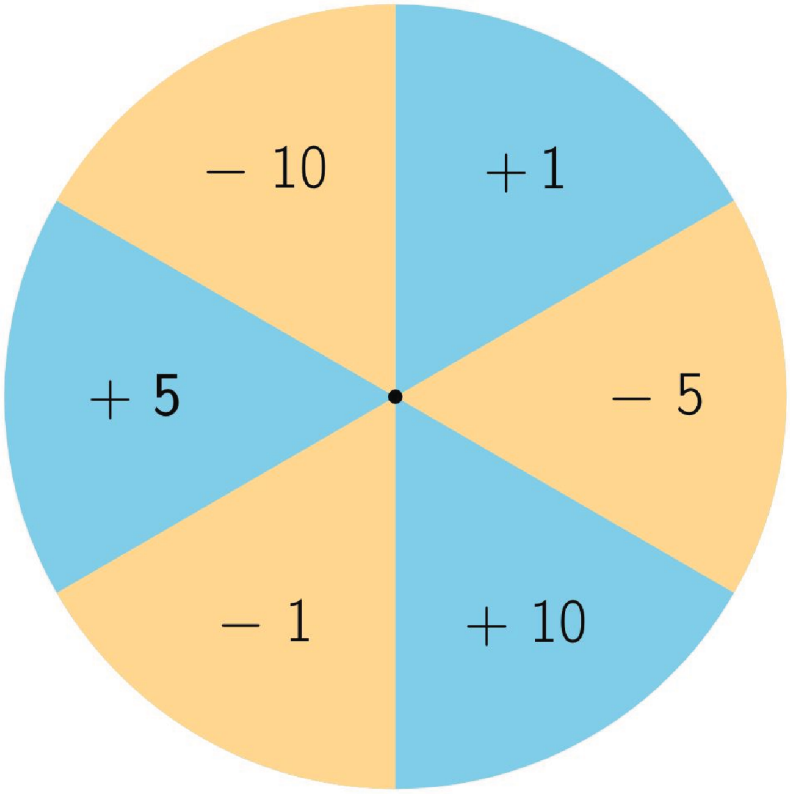
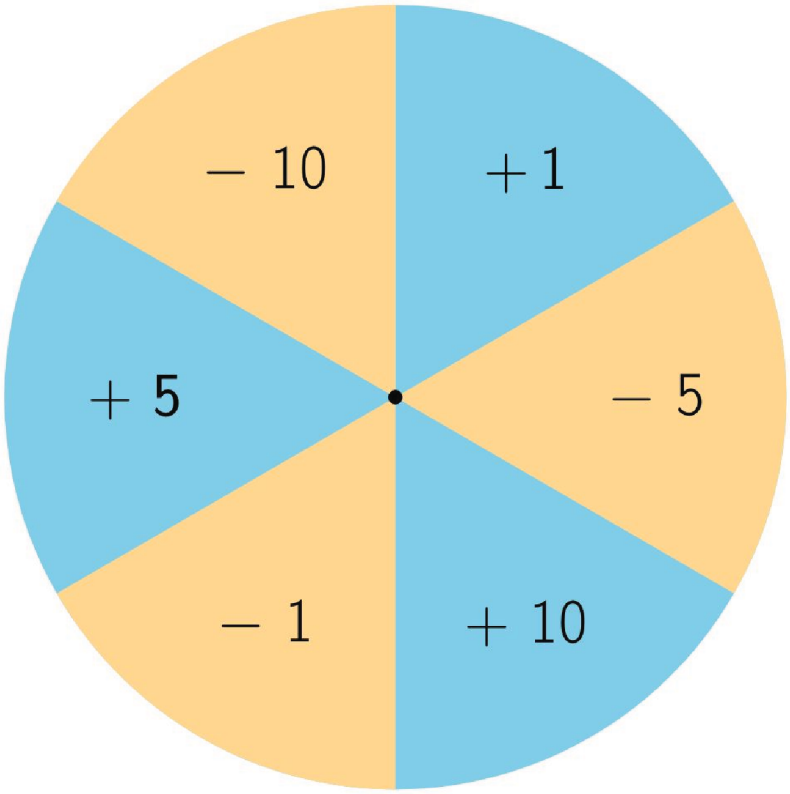
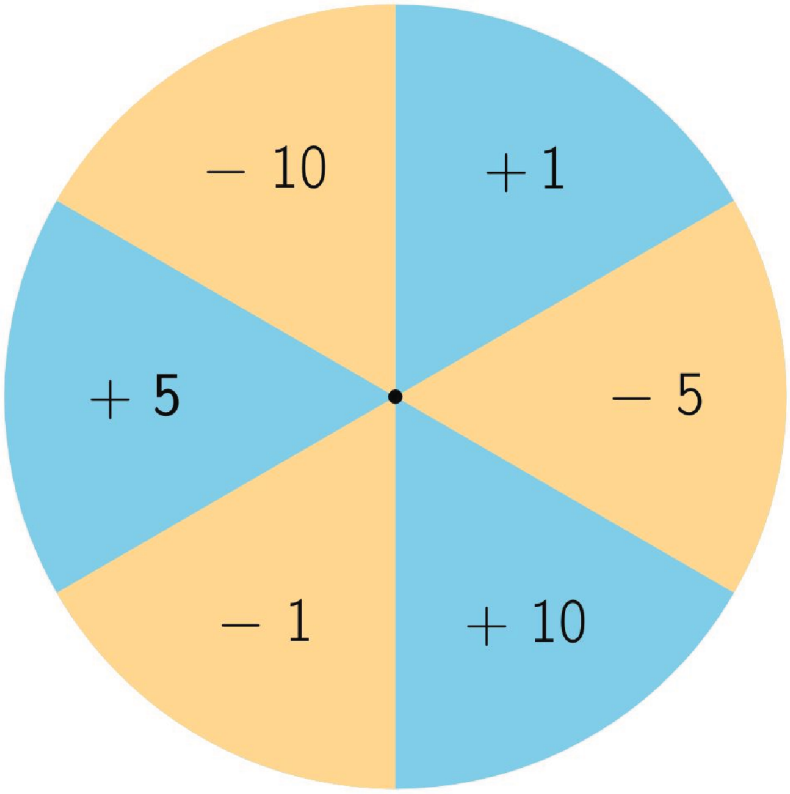
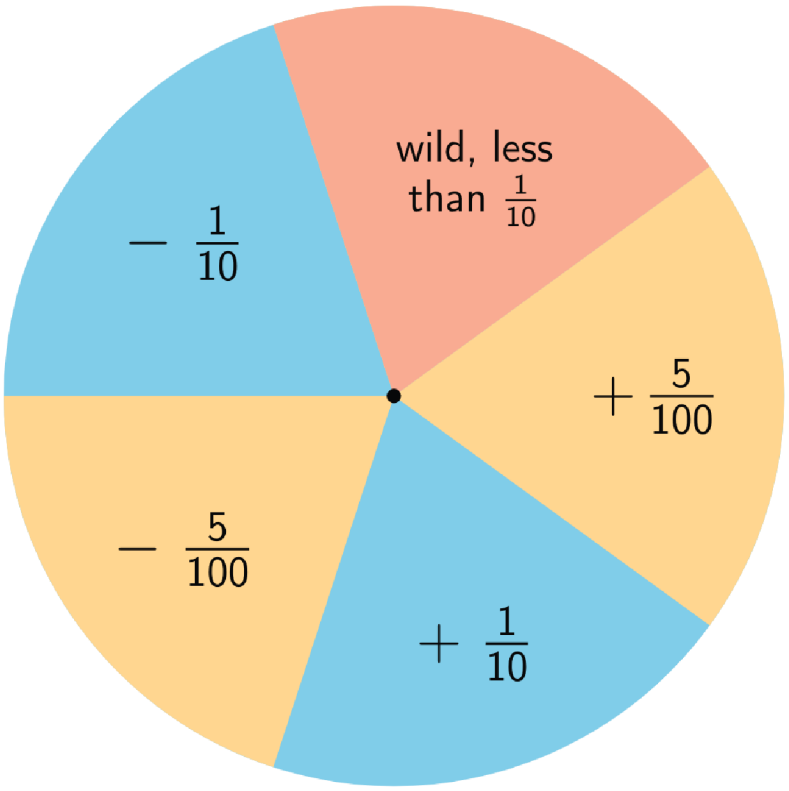
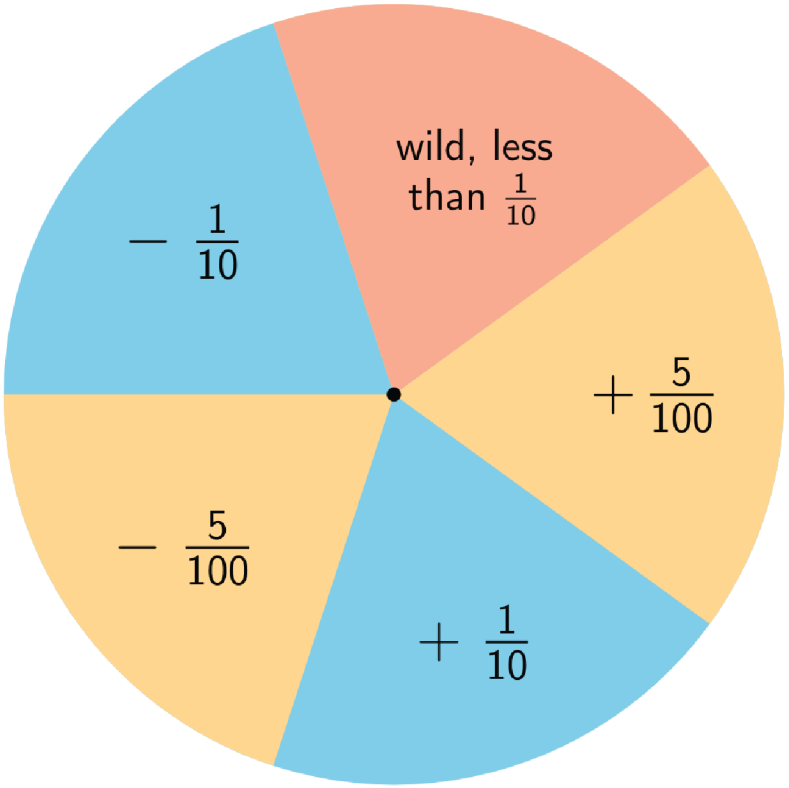
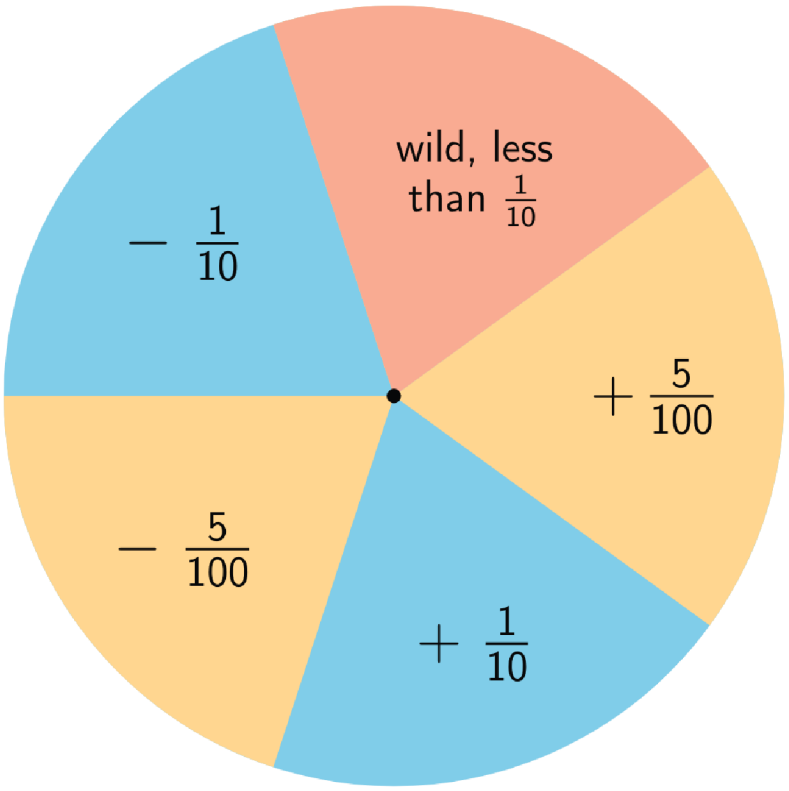

− 10
+ 1
+ 5
− 5
− 1
+ 10


− 10
+ 1
+ 5
− 5
− 1
+ 10


− 10
+ 1
+ 5
− 5
− 1
+ 10


wild, less than $\frac{1}{10}$
$+\frac{5}{100}$
$+\frac{1}{10}$
$-\frac{5}{100}$
$-\frac{1}{10}$


wild, less than $\frac{1}{10}$
$+\frac{5}{100}$
$+\frac{1}{10}$
$-\frac{5}{100}$
$-\frac{1}{10}$


wild, less than $\frac{1}{10}$
$+\frac{5}{100}$
$+\frac{1}{10}$
$-\frac{5}{100}$
$-\frac{1}{10}$

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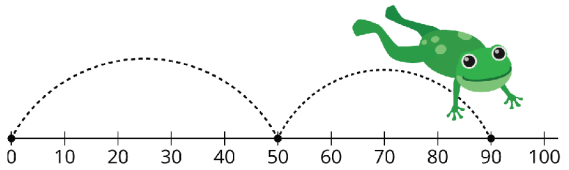
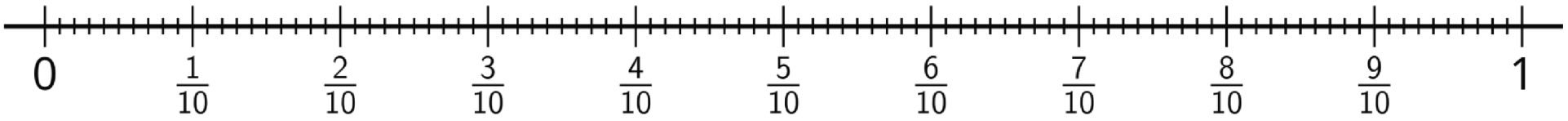
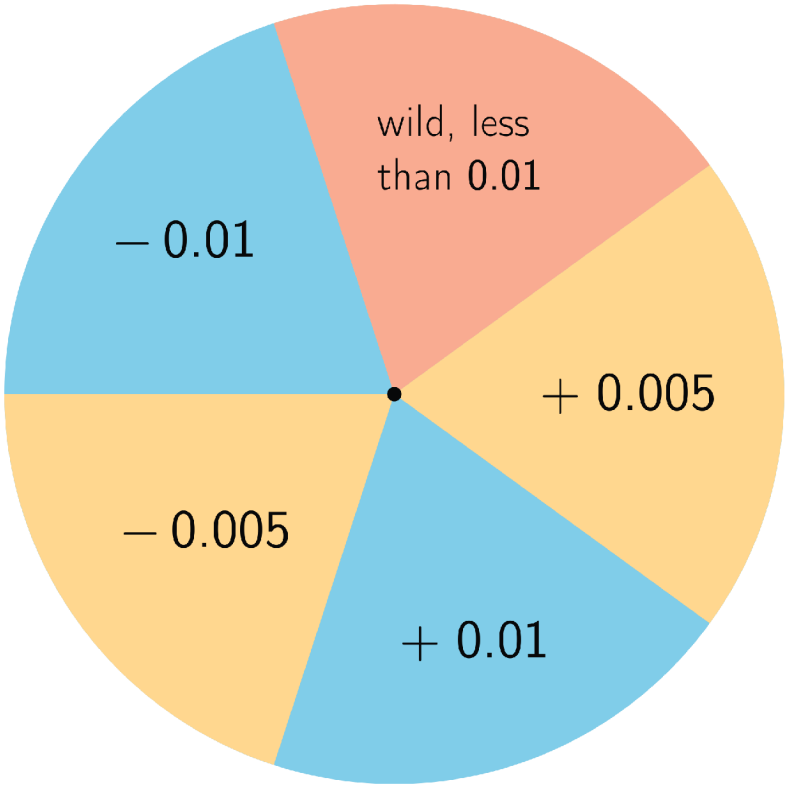
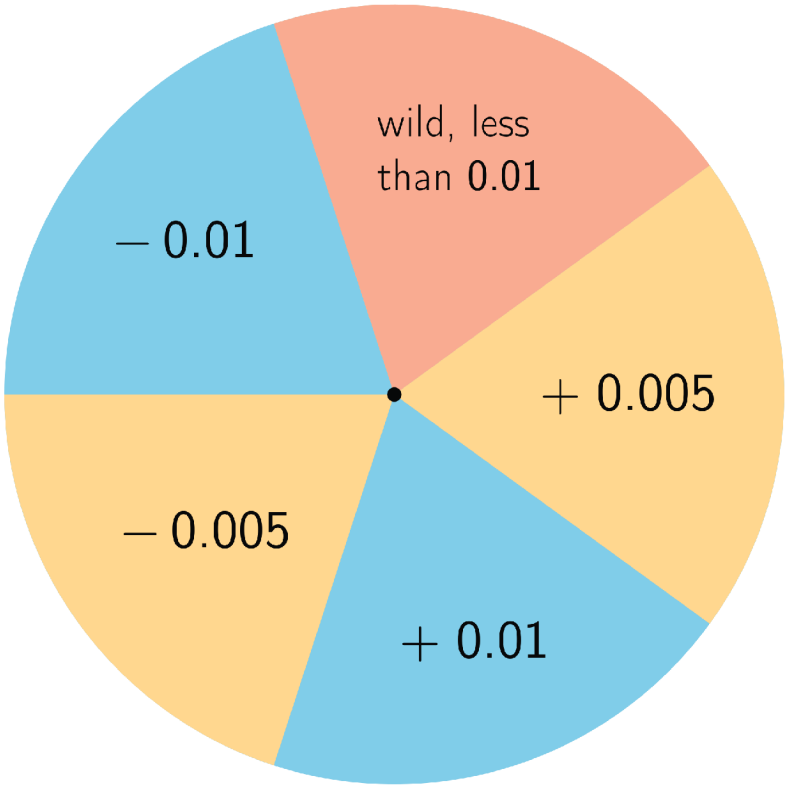
Directions:

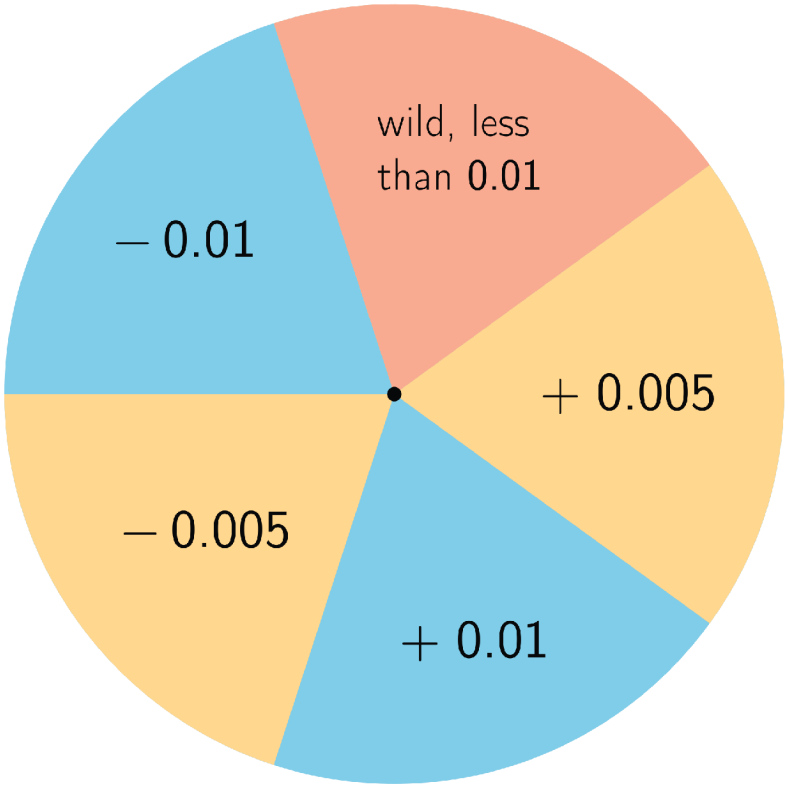


- Choose 3 target numbers. Mark them on the number line.
- Both partners start at 0.
- On your turn:
  - Spin all 3 spinners.
  - Choose a number from 1 of the spinners. For a wild spin, add or subtract a fraction less than $\frac{1}{10}$.
  - Move the chosen distance on the number line.
  - Mark your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




wild, less than 0.01
− 0.01
+ 0.005
− 0.005
+ 0.01


wild, less than 0.01
− 0.01
+ 0.005
− 0.005
+ 0.01


wild, less than 0.01
+ 0.005
+ 0.01
− 0.005
− 0.01

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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.

