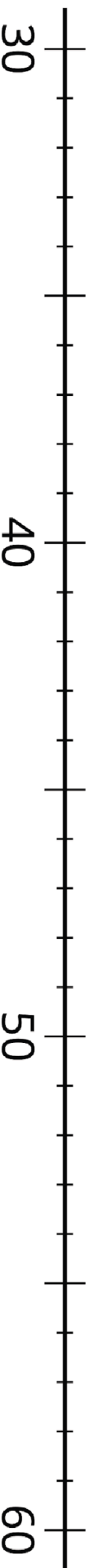
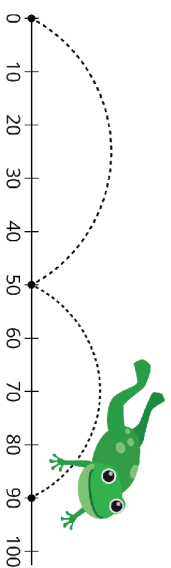
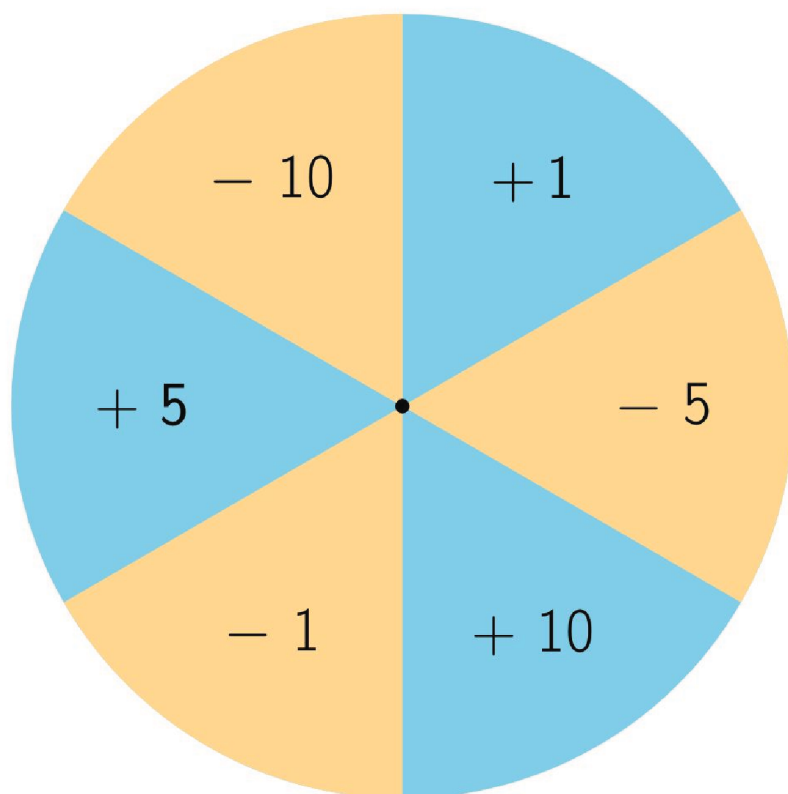
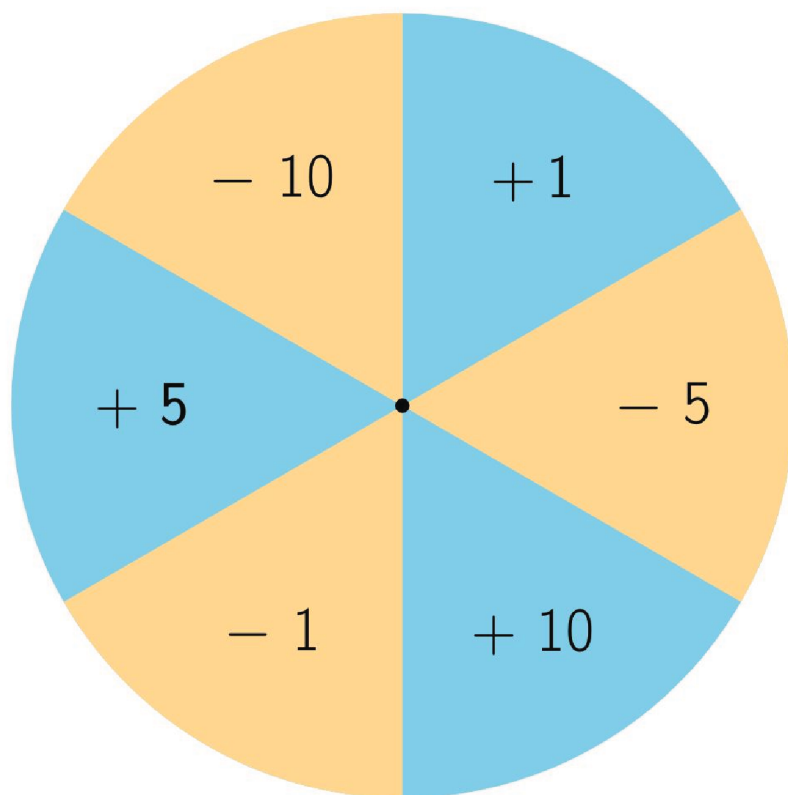
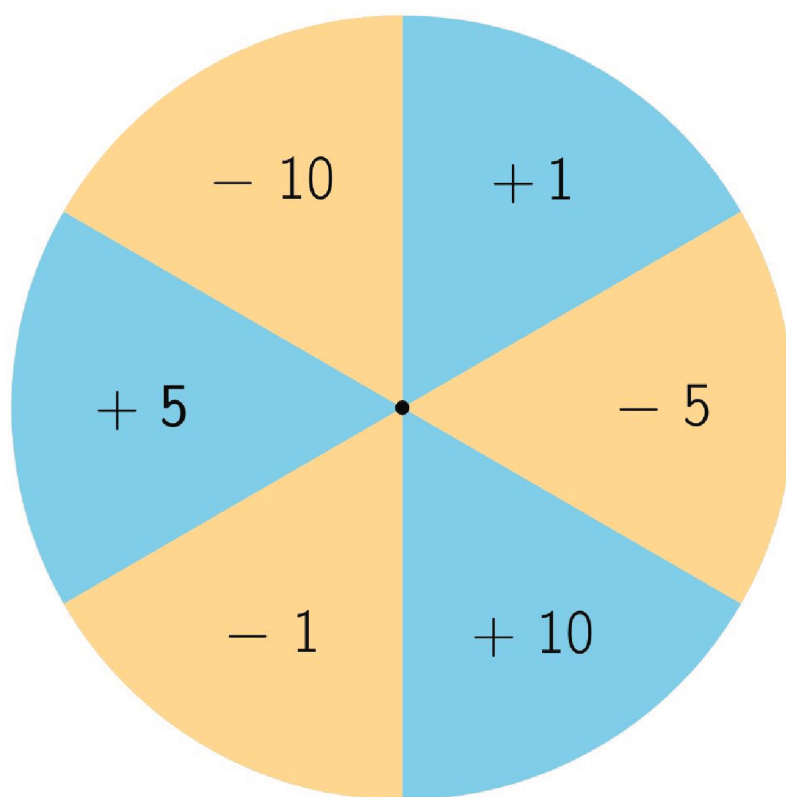


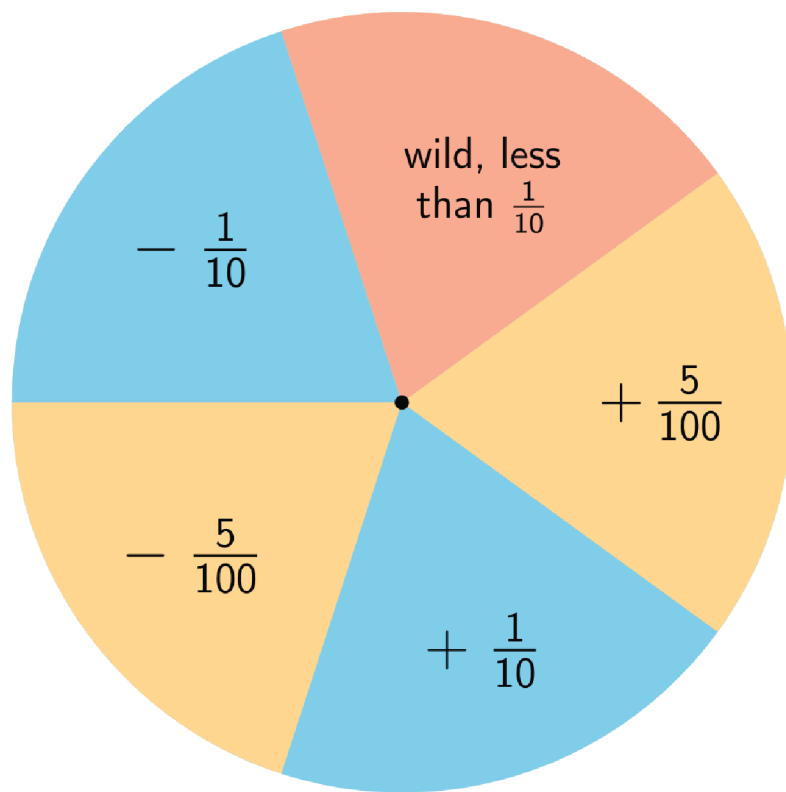
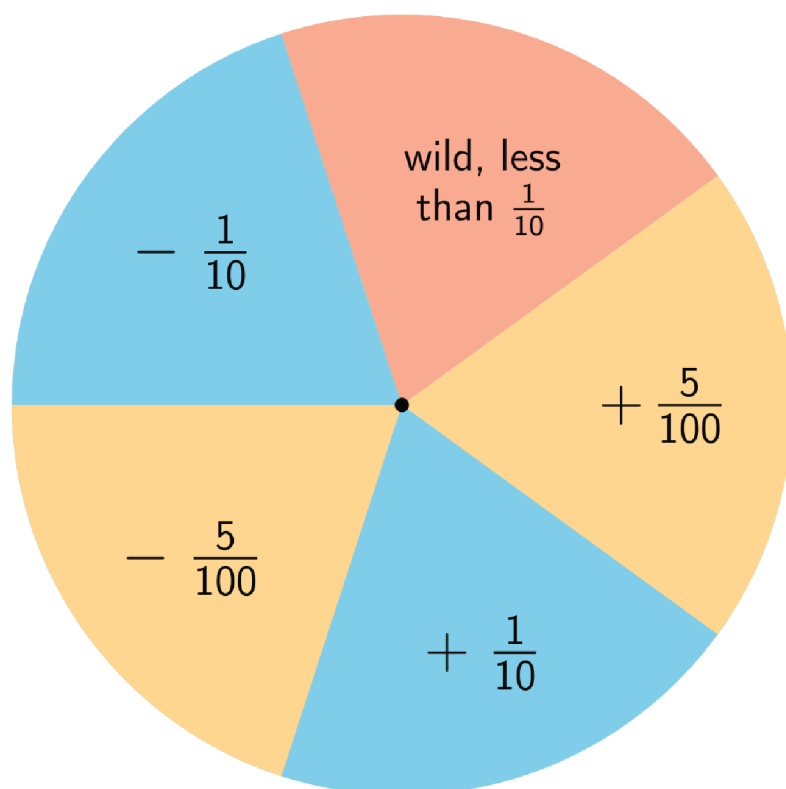
**Directions:**

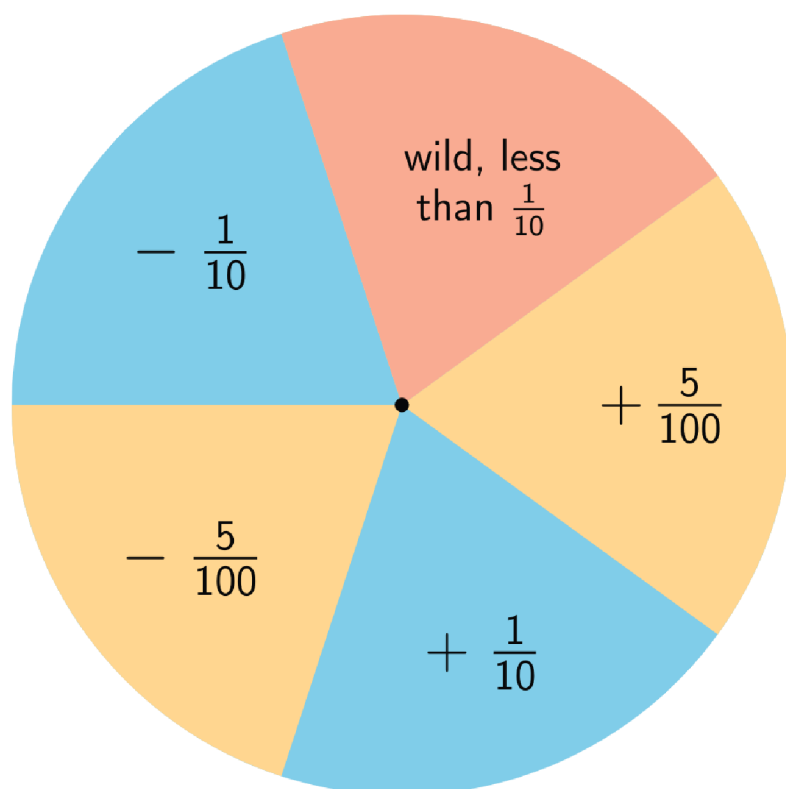
- Choose 3 target numbers. Mark them on the number line.
- Both partners start at 30.
- On your turn:
  - Spin all 3 spinners.
  - Choose a number from 1 of the spinners. Move that distance on the number line. If all 3 spins result in a move off the number line, spin again.
  - Mark your location on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





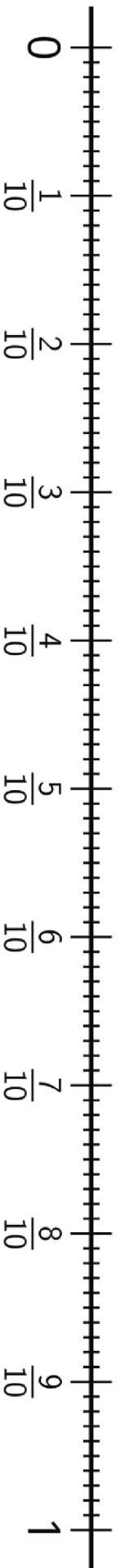
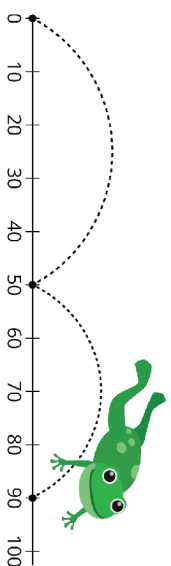


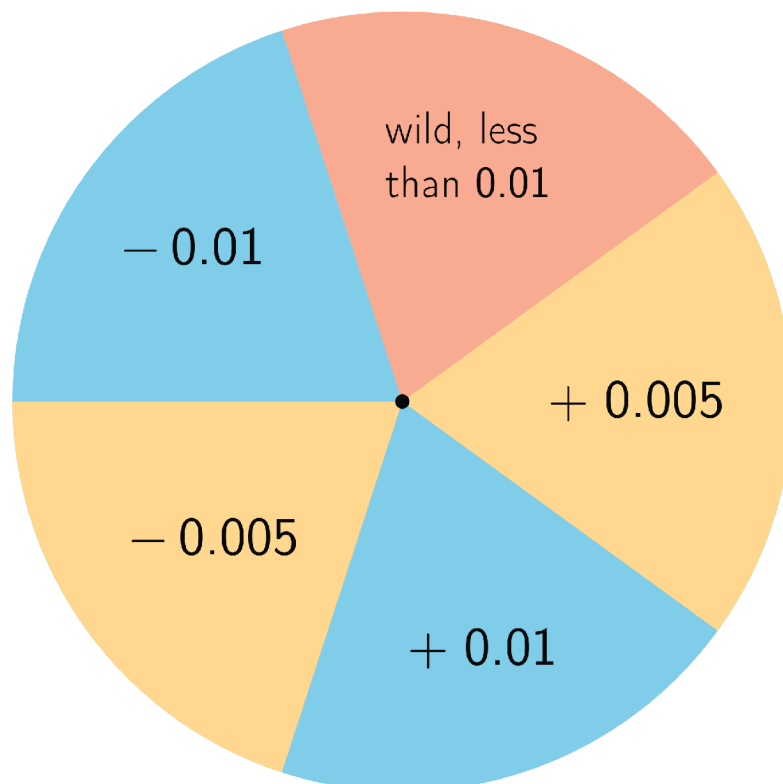
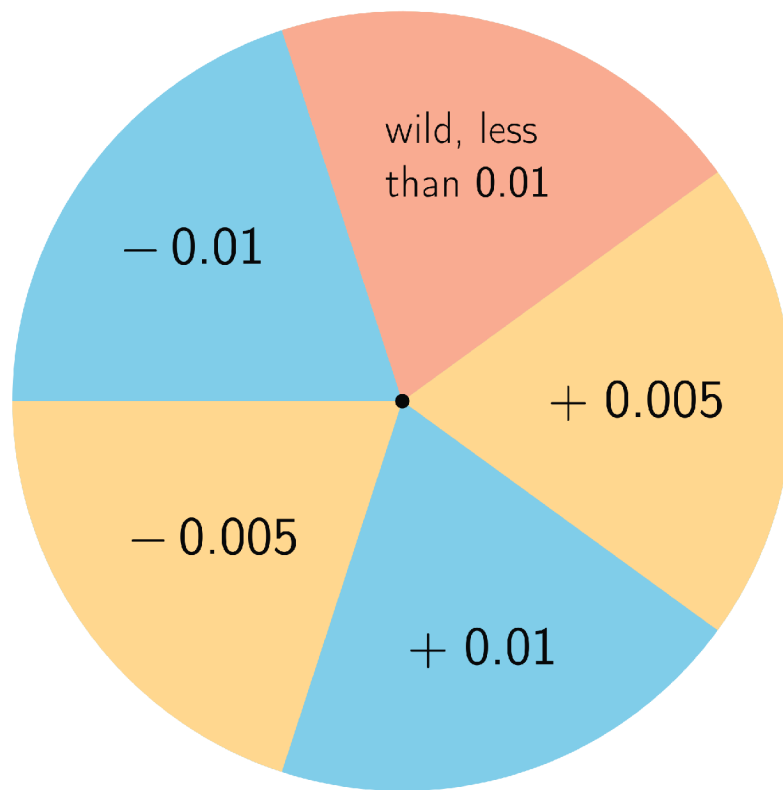


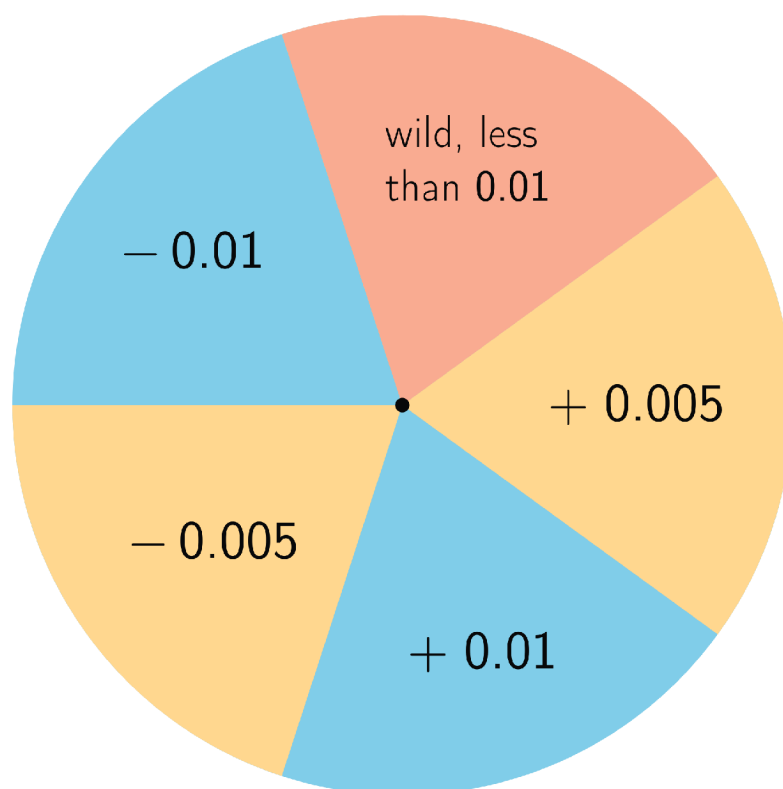


Directions:

- 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.

