Unit 8, Lesson 12

# Decimal Game Day

Let's play some games and practice adding decimals.

Warm-up

## True or False: Adding Decimals

Decide if each statement is true or false. Be prepared to explain your reasoning.

- $0.99 + 0.1 = 0.9 + 0.1 + 0.09$

- $0.99 + 0.01 = 0.9 + 0.1$

- $0.99 + 0.1 = 1.99$

Activity 1

## Race to One or One-Tenth

Use the directions to play Race to One or One-Tenth with your partner. If there is time, play both versions of the game.

Race to One

1. Roll the number cube.
2. Decide if you want the number to represent tenths or hundredths.
3. Add the number to the last sum on your score sheet. If it is your first turn, add the number you roll to 0.
4. Take turns. Roll the number cube, decide the value, and add the number to your previous sum.
5. The first partner to reach exactly 1 wins the game.
6. If you go over 1, you lose your turn. For example, if your last sum was .95 and you roll a 6, you lose your turn.

| | number rolled | 0.1 | 0.01 | equation to represent the total |
|---|---|---|---|---|
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 6 | | | | |

Race to One-Tenth

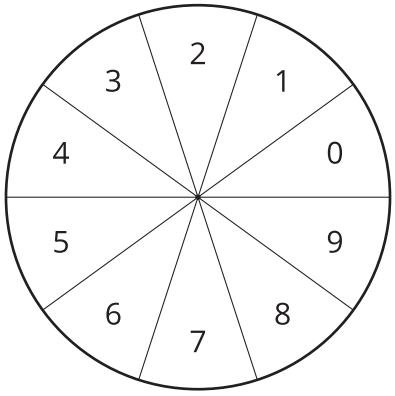
1. Roll the number cube.
2. Decide if you want the number to represent hundredths or thousandths.
3. Add the number to the last sum on your score sheet. If it is your first turn, add the number you roll to 0.
4. Take turns. Roll the number cube, decide the value, and add the number to your previous sum.
5. The first partner to reach exactly 0.1 wins the game.
6. If you go over 0.1, you lose your turn. For example, if your last sum was .095 and you roll a 6, you lose your turn.

| | number rolled | 0.01 | 0.001 | equation to represent the total |
|---|---|---|---|---|
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 6 | | | | |

Activity 2

## Decimal Race to 500

Use the directions to play Decimal Race to 500 with a partner.




1. Spin the spinner 3 times.
2. Arrange the digits to make a decimal number that follows this rule:
    - Odd numbers can only be used in the tenths, hundredths, and thousandths place.
    - Even numbers can only be used in the ones, tens, and hundreds place.

    Example: You spin the numbers 2, 3, and 9. Some of the possible numbers you can make are 2.39 and 2.93.
3. Add your number to your previous sum. If it is your first turn, add your number to 0.
4. Take turns until one partner reaches 500 or more.