

Round Away

Objective – Create numbers that will round to your side of the game board.

Materials –

- Game board
- Rounding Die
- Deck of digit cards, 10-sided dice, or decimal dice

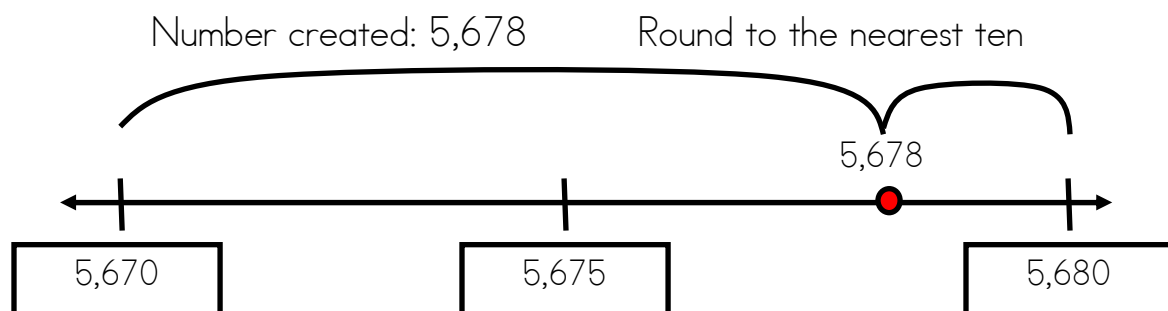
Progression of Games –

- Round Away with Whole Numbers using base ten blocks
- Round Away with Whole Numbers
- Round Away with Decimals

Directions –

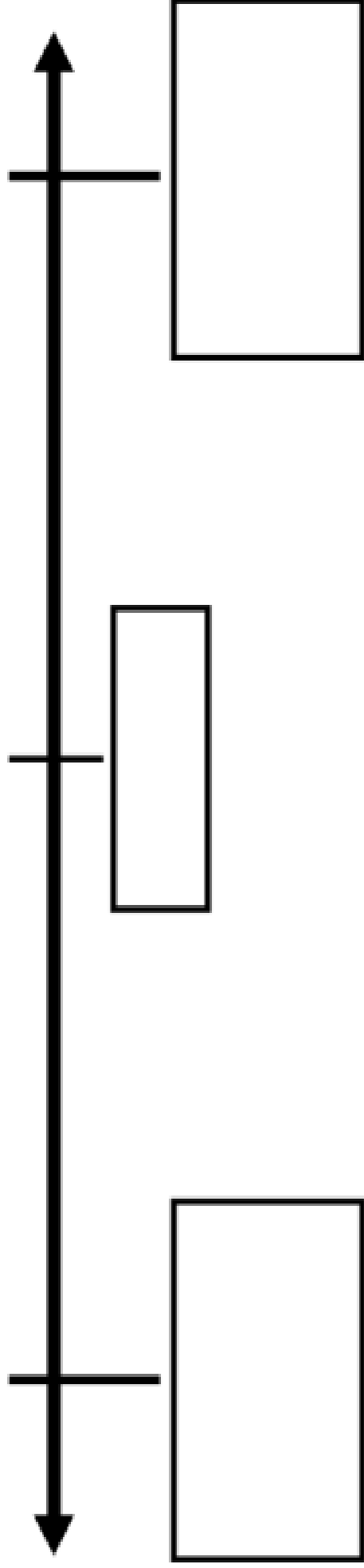
1. Roll the die to determine the number of digits you need to create for your number and to which place value you will round that number to.
2. Next, draw the specified number of digit cards or roll a 10 sided die to create the number.
3. Once you have created the number and determine the place value you are rounding to, determine the friendly numbers for your number in the fill the number in big boxes on the given number line. Then fill in the number that is in the middle of the two friendly numbers in the middle box on the number line.
4. Plot a point on the number line where your created number would fall. Is it closer to the smaller friendly number or to the larger friendly number? Partner 1 receives a point/tally if it is closer to or would round to the smaller friendly number and Partner 2 receives a point/tally if it is closer to or would round to the larger number.
5. The player with the most points at the end of the game wins.

Example: Student rolled the die and landed on create a 4 digit that rounds to the nearest ten.



Player 2 would win this round since 5,678 rounds to 5,680 when rounded to the nearest ten.

Round Away



Directions:

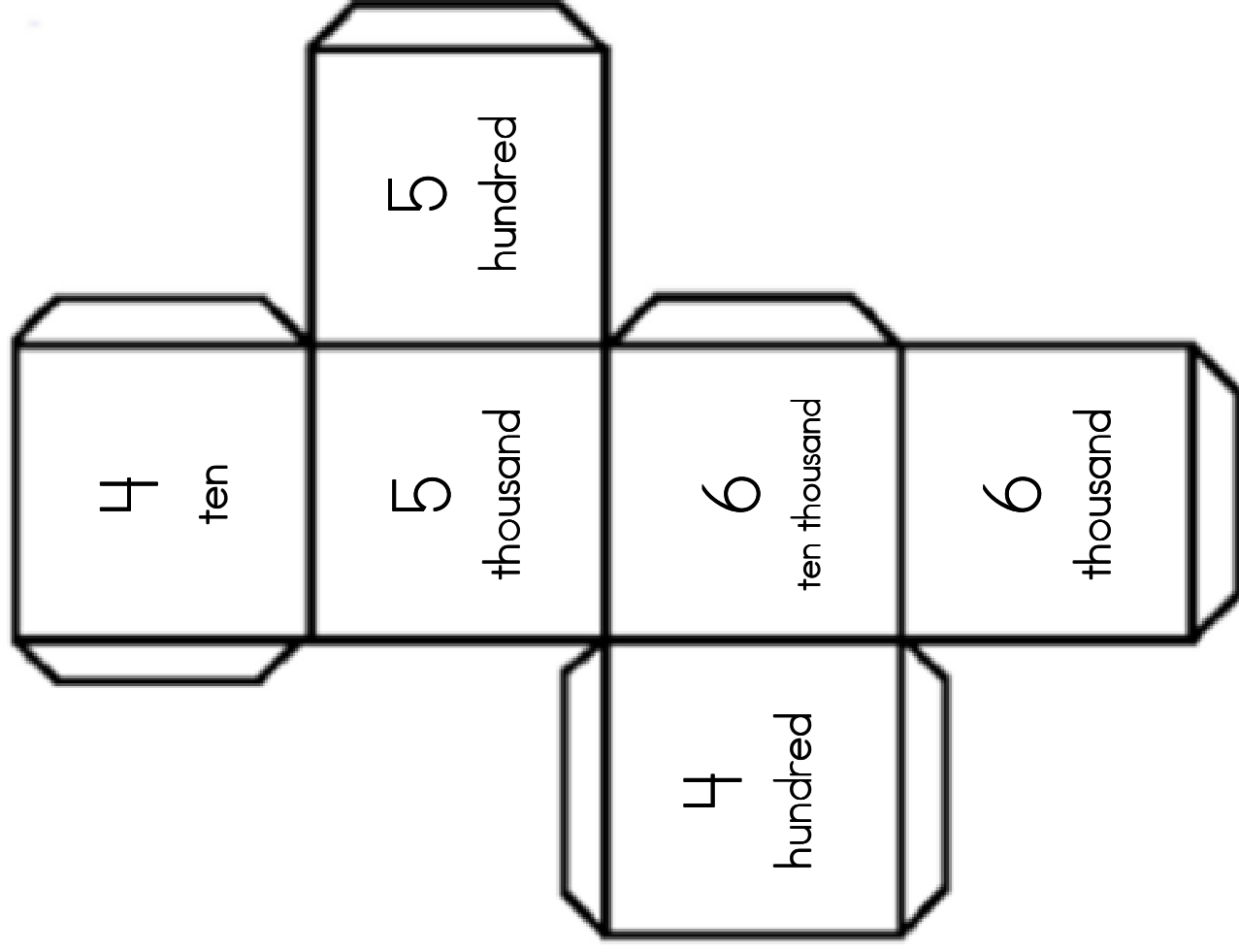
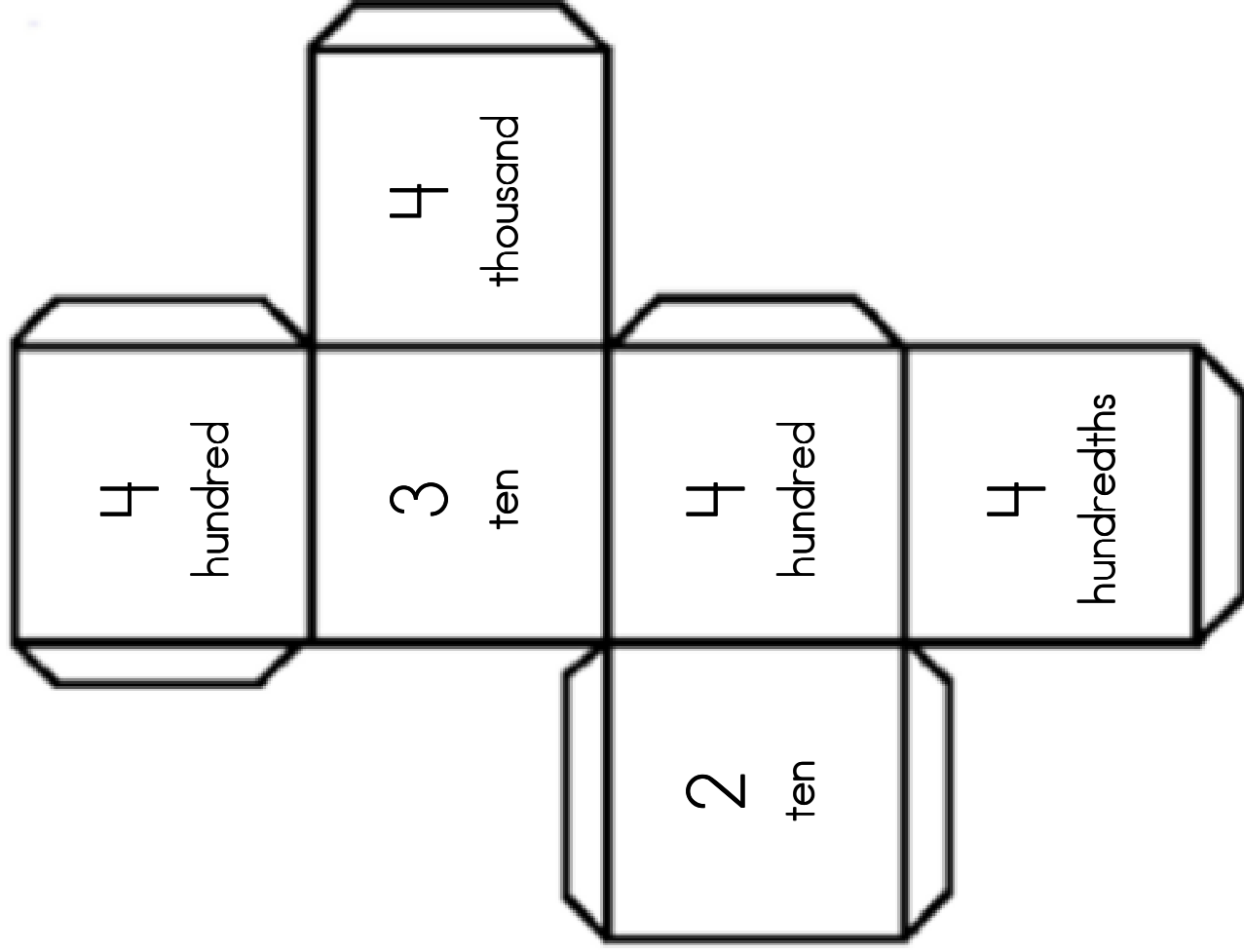
Roll the die. Draw the specified number of digit cards based on what you rolled to create a number. Fill in the friendly numbers of your number in the big boxes. Fill in the number that is in the middle of the two friendly numbers in the middle box on the number line. Plot a point on the number line where your number would fall. Is it closer to the smaller friendly number or to the larger friendly number? Partner 1 receives a point/tally if it is closer to or would round to the smaller friendly number and Partner 2 receives a point/tally if it is closer to or would round to the larger number.

Partner 1:

Partner 2:

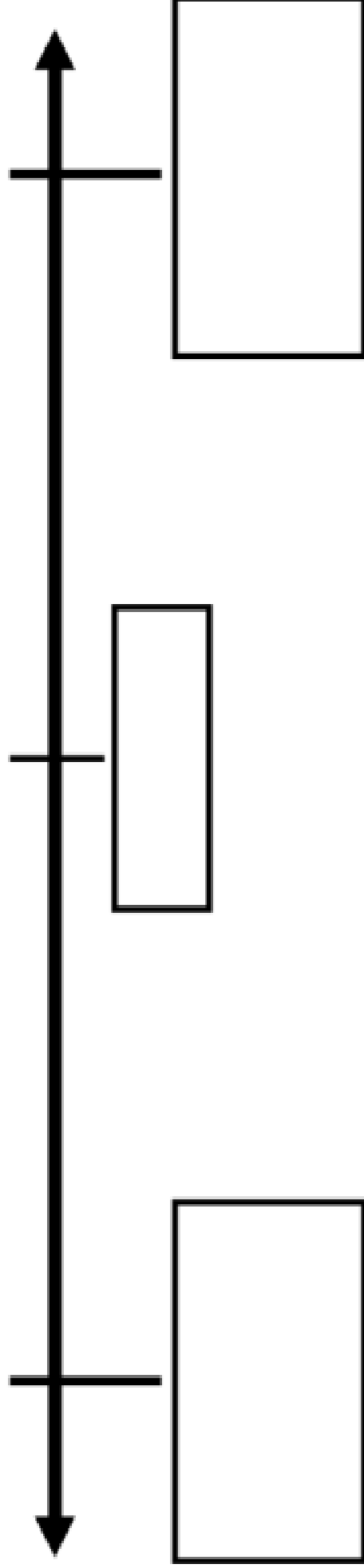
Round Away with Whole Numbers

Round Away with Larger Whole #s



Round Away to the nearest

_____ . _____



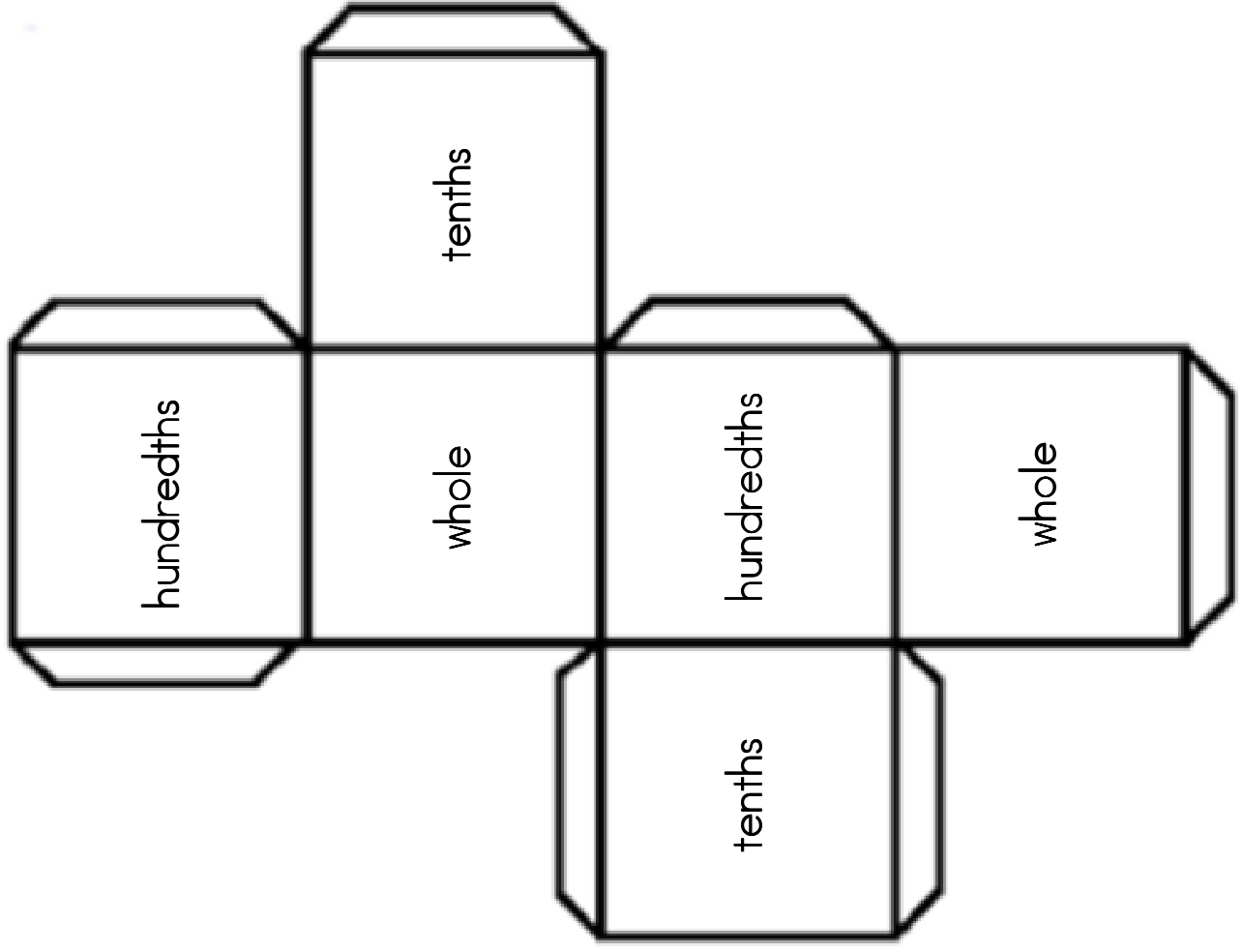
Directions:

1. Roll the die to determine the place value you will round your decimal number.
2. Draw 6 digit cards and create a decimal number. Fill in the friendly numbers of your number in the big boxes. Fill in the number that is in the middle of the two friendly numbers in the middle box on the number line.
3. Plot a point on the number line where your number would fall. Is it closer to the smaller friendly number or to the larger friendly number? Partner 1 receives a point/tally if it is closer to or would round to the smaller friendly number and Partner 2 receives a point/tally if it is closer to or would round to the larger number.

Player 1 :

Player 2:

Round Away with Decimals





Connect Four Multiplication and Division Number Lines



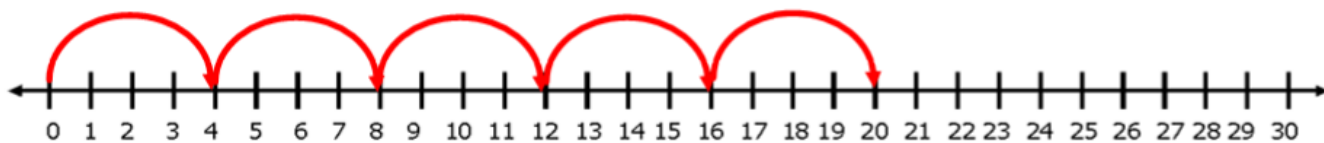
Number of players: 2

Materials: Two-sided colored counters, game board, and number line cards

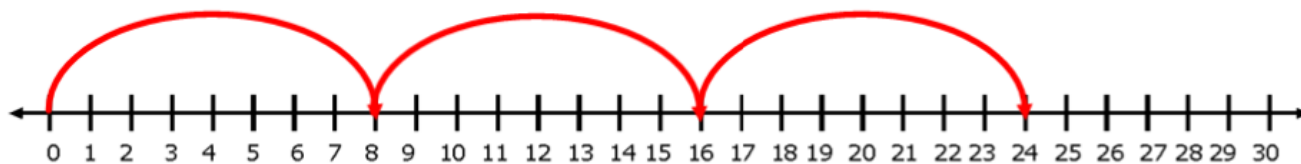
Directions: Pick a number line card. Find and cover the matching fact on the board below. The first person to get 4 in a row wins.

5×4	$10 \div 5$	$6 \div 2$	3×8
5×6	3×4	$28 \div 4$	$30 \div 3$
$16 \div 4$	6×2	5×3	$20 \div 10$
3×9	$25 \div 5$	4×6	$18 \div 6$

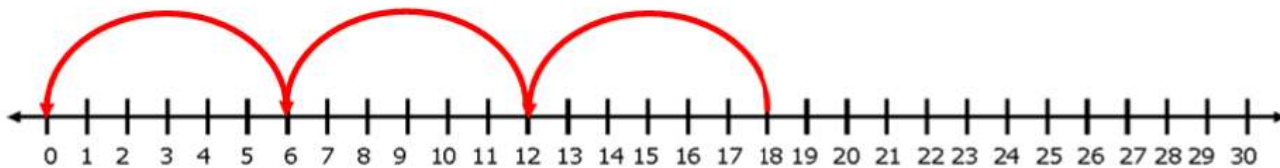
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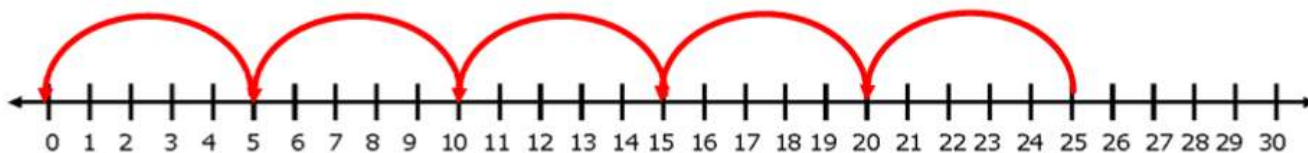
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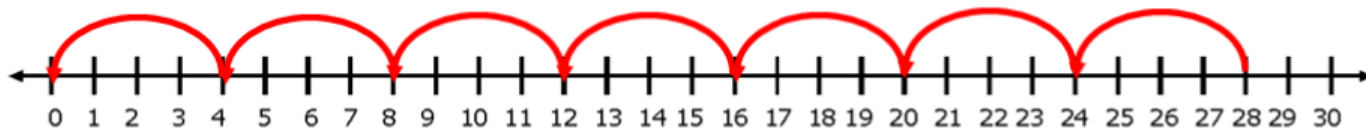
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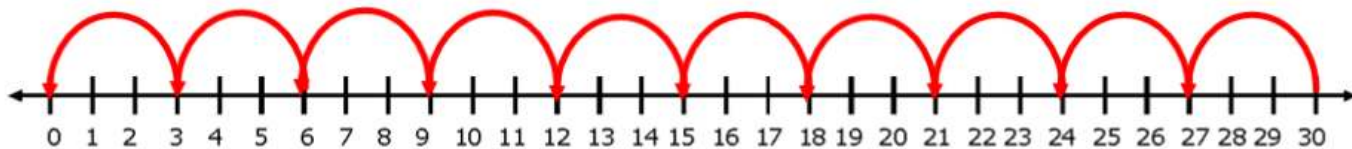
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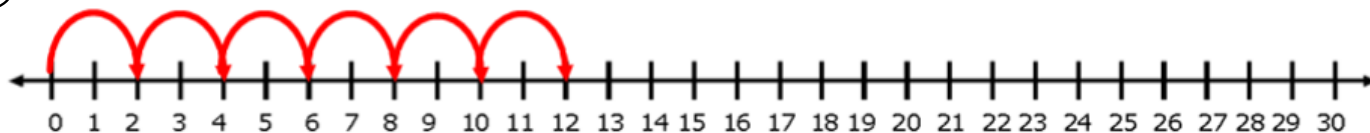
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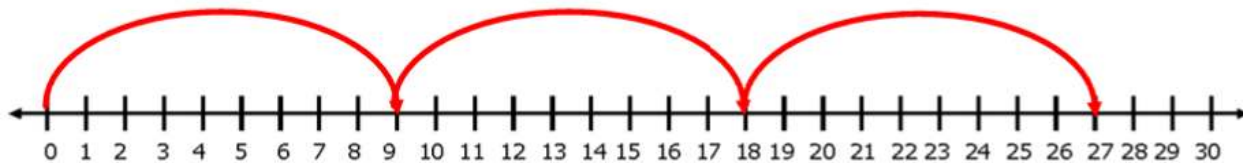
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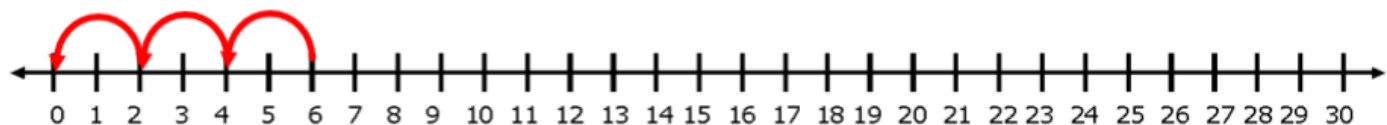
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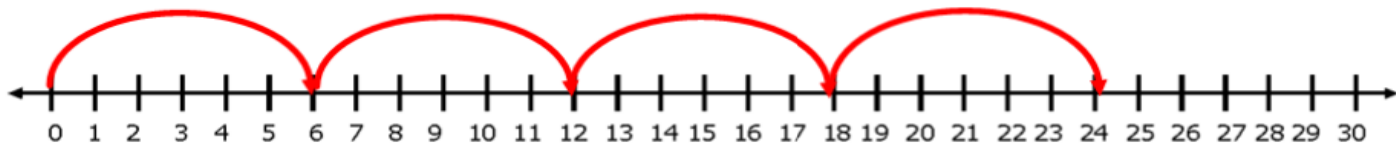
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I



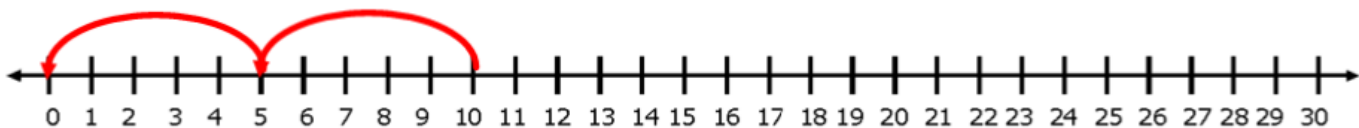
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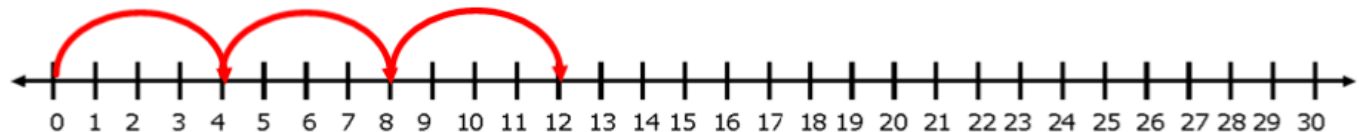
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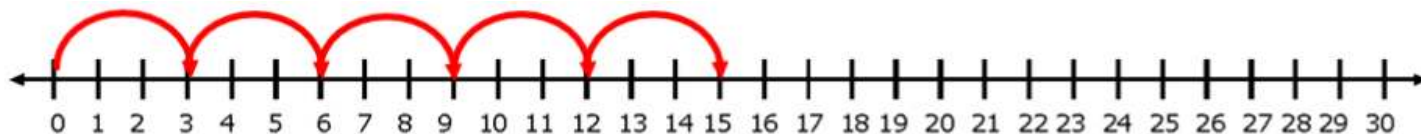
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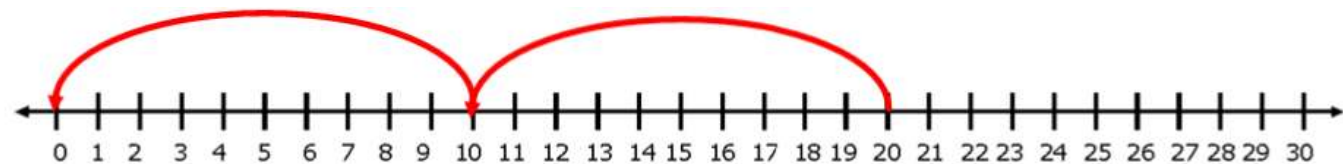
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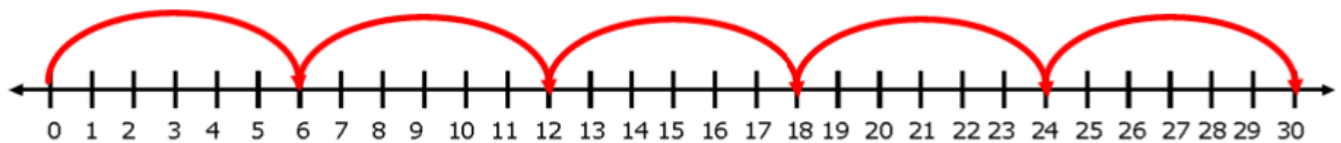
N



O



P



Clothesline

Objective – Order fractions and / or decimals on a number line.

Materials –

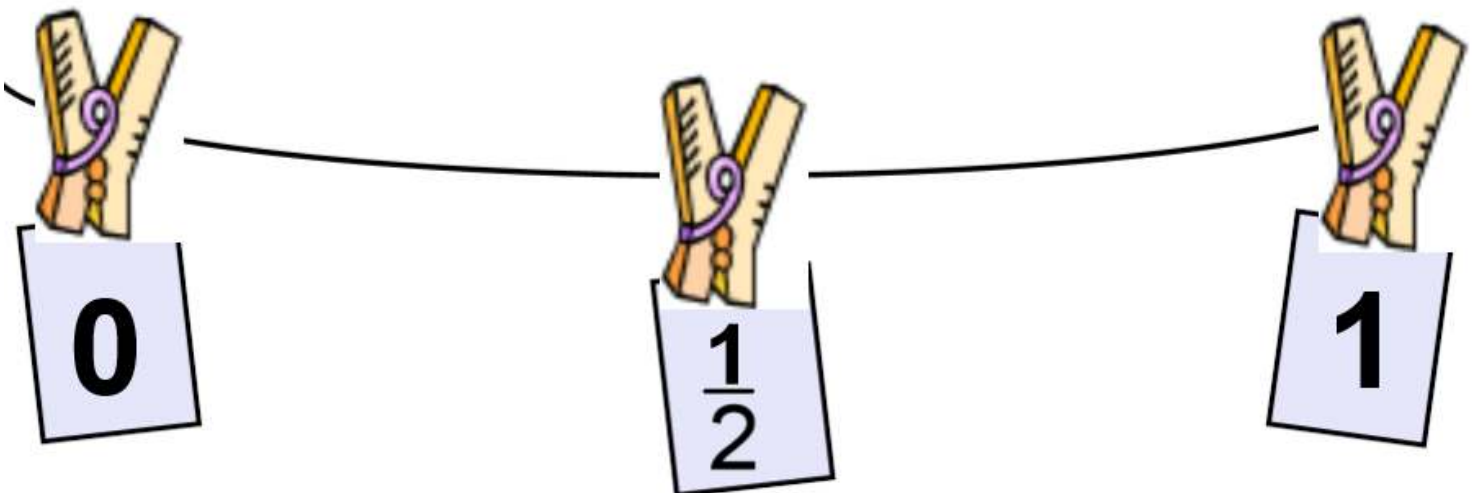
- Yarn/rope or sentence strip with number line pre-drawn
- Clothespins
- Sets of fraction/decimal cards

Progression of Games –

- Clothesline game with fraction only cards
- Clothesline game with fraction and decimal cards

Directions –

1. The cards are organized by symbols (such as triangle, cube...)
2. Have pairs of students order the cards with the same symbols on a miniature clothesline or a sentence strip number line using the clothespins provided.
3. Once the students have successfully ordered the fractions and/or decimal cards on the clothesline, have them select another set of cards. Repeat.
4. You can provide an answer key based on the symbols on the cards.



$$\frac{3}{8}$$



$$\frac{5}{9}$$



$$\frac{7}{8}$$



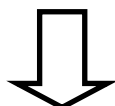
$$\frac{1}{10}$$



$$\frac{3}{10}$$



$$\frac{6}{10}$$



$$\frac{11}{12}$$



$$\frac{1}{12}$$



$$\frac{5}{12}$$



$$\frac{6}{7}$$



$$\frac{3}{12}$$



$$\frac{2}{4}$$



$$\frac{1}{2}$$



$$\frac{1}{3}$$



$$\frac{2}{3}$$



$$\frac{1}{4}$$



$$\frac{3}{4}$$



$$\frac{2}{8}$$



$$\frac{2}{5}$$



$$\frac{3}{5}$$



$$\frac{4}{5}$$



$$\frac{1}{6}$$



$$\frac{5}{9}$$



$$\frac{3}{8}$$



$$\frac{5}{6}$$



$$\frac{3}{9}$$



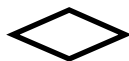
$$\frac{2}{3}$$



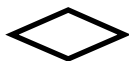
$$\frac{2}{6}$$



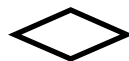
$$\frac{8}{9}$$



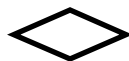
$$\frac{3}{6}$$



$$\frac{8}{12}$$



$$\frac{2}{8}$$



$$\frac{7}{10}$$



0.71



0.50



0.03



0.42



$$\frac{2}{5}$$



$$\frac{7}{10}$$



0.65



0.71



0.08



0.37



$$\frac{2}{5}$$



$$\frac{2}{8}$$



0.04



0.89



0.91



0.51



$$\frac{1}{2}$$



$$\frac{1}{4}$$



0.81



0.43



0.21



0.07



$$\frac{1}{5}$$



$$\frac{3}{4}$$



0.76



0.73



0.25



0.06



$$\frac{1}{2}$$



$$\frac{3}{4}$$



0.7



0.49



0.84



0.29



$$\frac{1}{2}$$



Who's Closer?

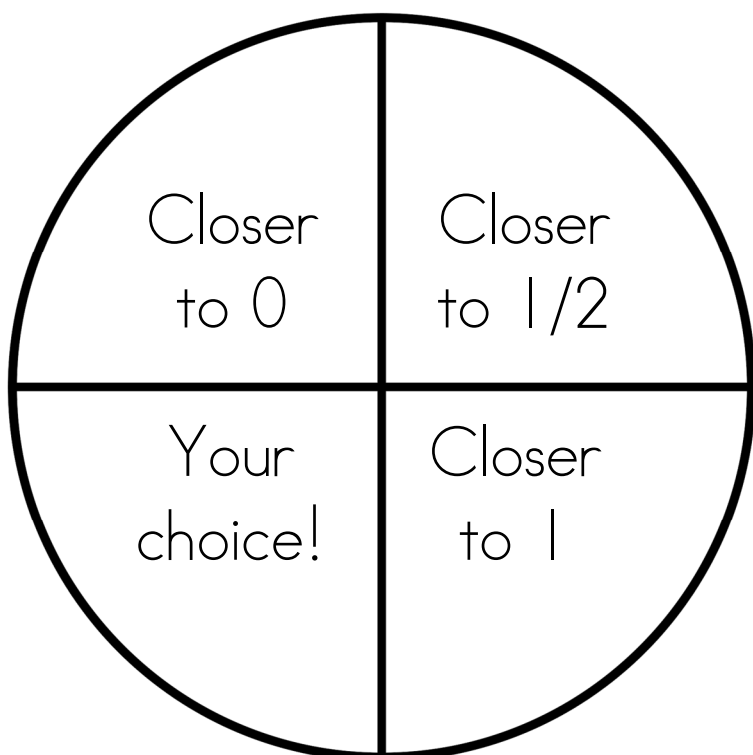
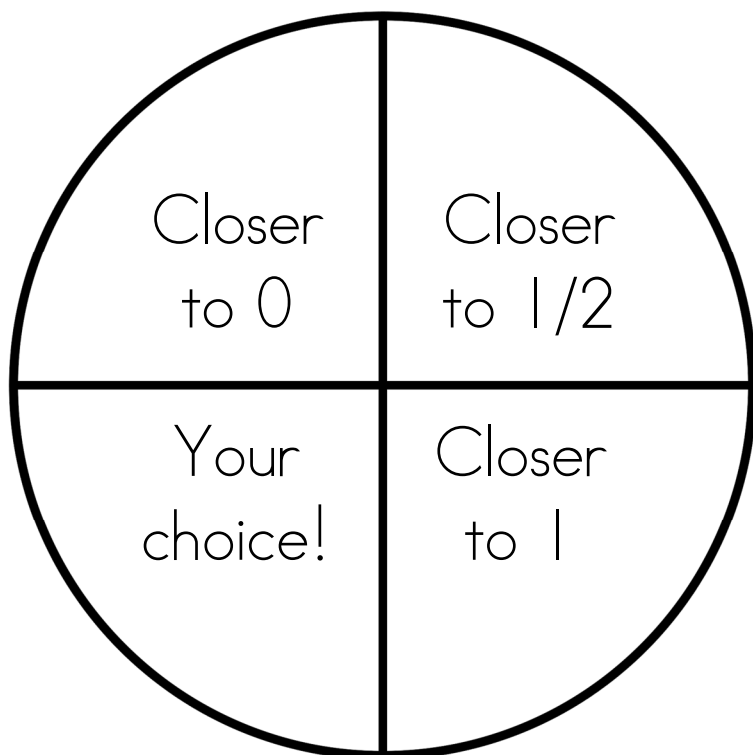
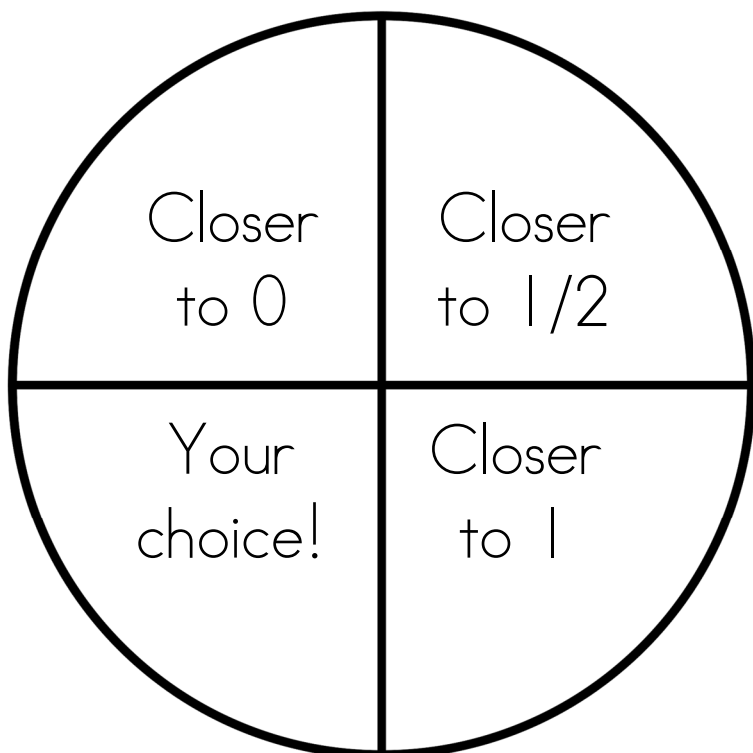
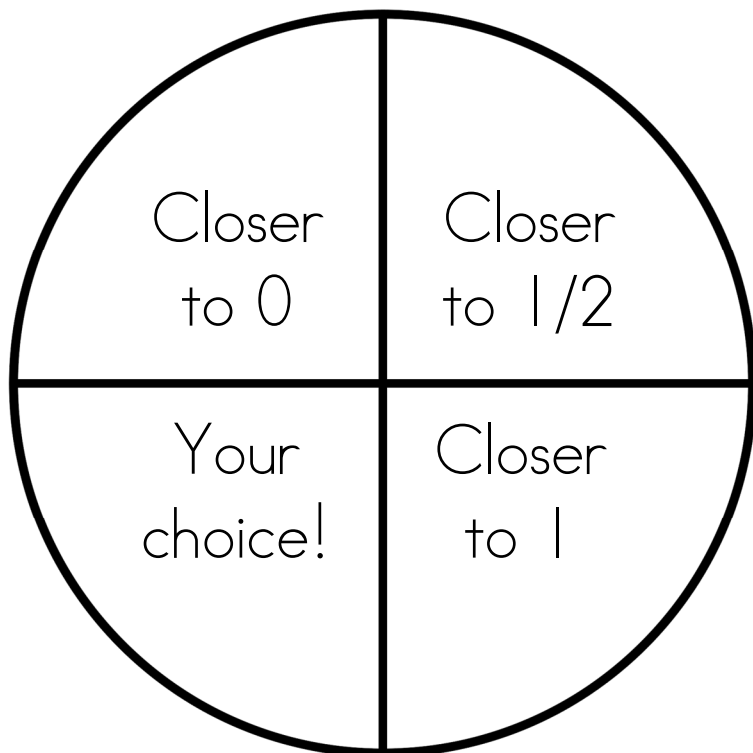
Objective – Determine which fraction card is closer to 0, $\frac{1}{2}$, or 1.

Materials –

- Deck of Fraction Cards
- Spinner
- Paper clip and pencil

Directions –

1. Deal the deck of fraction cards between two players. Both players should place their cards in front of them face down in a pile.
2. One player spins the spinner.
3. At the same time, each player turns over the top card in their pile.
4. Based on what was spun, students determine whose card is closest to 0, $\frac{1}{2}$, or 1. The player with the card that is closest to what was spun collects both cards from the round. For example, if 0 is spun and I have $\frac{1}{4}$ and my partner turned over $\frac{1}{2}$, I would get both cards since $\frac{1}{4}$ is closer to 0.
5. If the players turn over equivalent fractions, they turn over the next card and compare those two fractions. Whoever has the closest fraction will win all 4 cards played in that round.
6. If a player spins “Your Choice”, they must choose Closer to 0, $\frac{1}{2}$, or 1 before turning a card over from their pile.
7. Once all cards are played, players count the cards they collected. The player with the most cards is the winner.



1
2

1
3

2
3

1
4

2
4

3
4

1
5

2
5

3
5

4
5

1
6

2
6

3
6

4
6

5
6

1
8

2
8

3
8

4
8

5
8

6
8

7
8

1
10

2
10

3
10

Be the Middle

Objective – Place a decimal number in between two other decimal numbers on a number line.

Materials –

- Number Line labeled 2 to 4
- Deck of Decimal Cards

Directions –

1. Shuffle the deck of cards and place them face down in a pile.
2. Deal out 4 cards to each player. Players should not show their cards to other players.
3. Decide who will go first.
4. Player 1 places a card on the number line. Then player 1 draws a replacement card from the middle deck. Players should have 4 cards in their hand at all times.
5. Player 2 places any card next to the other card to begin creating a row of cards on the number line. At all times, the cards should be in a consecutive order with the smallest on the left and the largest on the right.
6. Player 1 tries to “BE THE MIDDLE” by placing a card between two cards that are already on the number line. The card to the left and right of the card just placed are removed by the player and kept in a separate pile.
7. If Player 1 cannot place a card between the others, he or she places a card on the number line in its correct position.
8. Players continue to take turns placing cards on the number line. Any time a player can place a card between two cards, he or she takes the card to the left and right of the last card placed. Players must always play a card from their hand even if they can’t capture any cards on the table.
9. When there are no more left to play, players count up the cards that are in their piles. The player with the most cards wins.

Be the Middle Cards

2

2.03

2.04

2.06

2.07

2.071

2.08

2.1

2.12

2.137

2.18

2.2

2.3

2.302

2.35

2.39

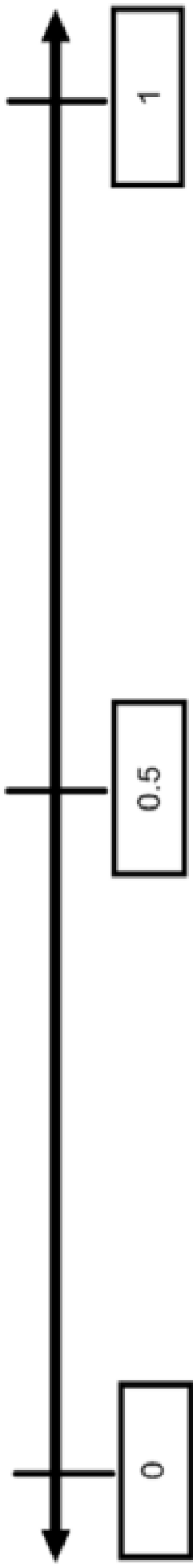
Be the Middle Cards

2.4	2.401	2.5	2.590
2.6	2.61	2.64	2.7
2.708	2.72	2.75	2.8
2.839	2.9	2.99	3

Be the Middle Cards

3.04	3.07	3.08	3.1
3.15	3.25	3.3	3.4
3.49	3.5	3.6	3.7
3.8	3.9	3.91	3.92

Ordering Decimals



0. — —

0. — —

0. —

0. — —

Directions: Spin or roll to create four different decimals. Partner 1 will order the decimals from least to greatest. Use the number line to help order your decimals. Partner 2 will check the answer. If Partner 1 is correct, then they receive 1 point. If Partner 2 finds an error, then they receive the point. Players then switch rolls for the next round.

Player 1:

Player 2: