

name:

date:

#:

Three Meter Dash

Your goal is to be the first to cross the finish line three meters away. In each round you will roll a die to get the digits of a decimal number. After each roll you must decide where to put the number from the die. Three rolls will be used and one won't.

Round 1:

Roll a single die. Write the digit in one of the places below. You **cannot** move a digit after you write it. Repeat this three more times to fill in all the spaces below.

0. ____ ____ ____ Unused Number ____

Move your post-it this distance toward the finish.

Who moved farther in Round 1?

0. ____ ____ ____ 0. ____ ____ ____

me

my opponent

Use <, >, or = to compare.

Round 2:

0. ____ ____ ____ Unused Number ____

Move your post-it this distance toward the finish.

Who moved farther in Round 2?

0. ____ ____ ____ 0. ____ ____ ____

me

my opponent

Use <, >, or = to compare.

Round 3:

0. ____ ____ ____ Unused Number ____

Move your post-it this distance toward the finish.

Who moved farther in Round 3?

0. ____ ____ ____ 0. ____ ____ ____

me

my opponent

Use <, >, or = to compare.

Round 4:

0. ____ ____ ____ Unused Number ____

Move your post-it this distance toward the finish.

Who moved farther in Round 4?

0. ____ ____ ____ 0. ____ ____ ____

me

my opponent

Use <, >, or = to compare.



name: _____	date: _____	#: _____
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Use as many rounds as needed until someone crosses the finish line.

Round 5:

0. _____ Unused Number _____
 Move your post-it this distance toward the finish.

Who moved farther in Round 5?	
0. _____ me	0. _____ my opponent
Use <, >, or = to compare.	

Round 6:

0. _____ Unused Number _____
 Move your post-it this distance toward the finish.

Who moved farther in Round 6?	
0. _____ me	0. _____ my opponent
Use <, >, or = to compare.	

Round 7:

0. _____ Unused Number _____
 Move your post-it this distance toward the finish.

Who moved farther in Round 7?	
0. _____ me	0. _____ my opponent
Use <, >, or = to compare.	

Who won the Three Meter Dash?	Winner's Distances:
_____	0. _____ 0. _____ 0. _____ 0. _____ 0. _____ 0. _____ 0. _____
Check the winner's total distance by using a calculator to add all of the distances from each of the rounds. The total should be greater than 3 meters.	
TOTAL: _____	

Teacher Directions: Three Meter Dash

Materials:

- 3 Meter Race Courses (1 per group)
- Meter Sticks (at least 1 per group, preferably 1 per pair)
- Post-it Notes or other movable sticker to mark progress toward the finish
- Dice (1 per group, standard 1-6 dice are good, but others can be used as long as they have only single digits on each side)
- Optional: Calculators for checking the winner's total (1 per group)

Objective:

Students roll a die to get digits for each place in a length represented by a decimal. They move their markers in a race to the finish line.

Directions:

Before class, set up a start and finish using tape on the floor (or along a wall or long set of tables) for each group. The start and finish should be 3 m apart.

Before distributing any materials, read through the directions with the students.

Demonstrate the rule that they must write the digit from the die after rolling it and may not move it later, even if they get a digit they would rather have in a place that has already been used.

Have a student show how far they would move their post-it for several sample numbers, emphasizing the measurement of tenths, hundredths, and thousandths on a meter stick. To do this, each time the student will begin with the "0" of the meter stick at the post it, and then measure tenths plus hundredths plus thousandths and place the sticky note there. For each roll, students should move their meter stick so they are NOT adding, but measuring from zero each time.

Have students compete in groups of 3-4. Students should watch each other roll and write digits and everyone in the group should agree on the movement length before a post-it is moved.

When someone from a group crosses the finish line, the entire group should write down the winner's distances and add them to confirm that s/he did go past 3 meters.

Faster groups can redo the race if there is time.

