Roll and Round

Materials: 3 number cubes marked 1-6, counters

Number of Players: 2

1. Take turns to roll three number cubes. Create a decimal by placing a decimal point after the first digit. You may place the number cubes in any order. For example, if you roll 3, 4, and 6 you can create 3.46, 3.64, 4.36, 4.63, 6.43, or 6.34.

2. Round the decimal to the nearest tenth. Justify your thinking. Place a counter on the rounded decimal on the game board.

3. The first player to have four adjacent counters in a horizontal, vertical, or diagonal line on the board wins the game.
# Roll and Round

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</table>
___ and ___ hundredths
rounded to the nearest tenth
is ___ and ___ tenth(s)
because .....  

___ and ___ hundredths
rounded to the nearest tenth
is ___ and ___ tenth(s)
because .....  

When rounding to the nearest
tenth ___ and ___ hundredths
rounds to ___ because ..........  

When rounding to the nearest
tenth ___ and ___ hundredths
rounds to ___ because ..........