

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.

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NEAREST TENTH

1.1	2.1	3.1	4.1	5.1	6.1
1.2	2.2	3.2	4.2	5.2	6.2
1.3	2.3	3.3	4.3	5.3	6.3
1.4	2.4	3.4	4.4	5.4	6.4
1.5	2.5	3.5	4.5	5.5	6.5
1.6	2.6	3.6	4.6	5.6	6.6

_____ 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...

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because...