Start, Hop, Stop!

The object of the game is to move a decimal hopper from the start point to the stop point with the fewest hops. Any number of people can play.

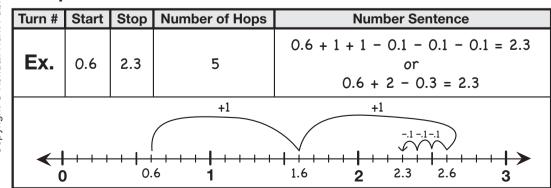
Materials

- Start, Hop, Stop! Spinners page
- Start, Hop, Stop! Game 1 and Game 2 pages
- paper clip
- pencil (1 per player)

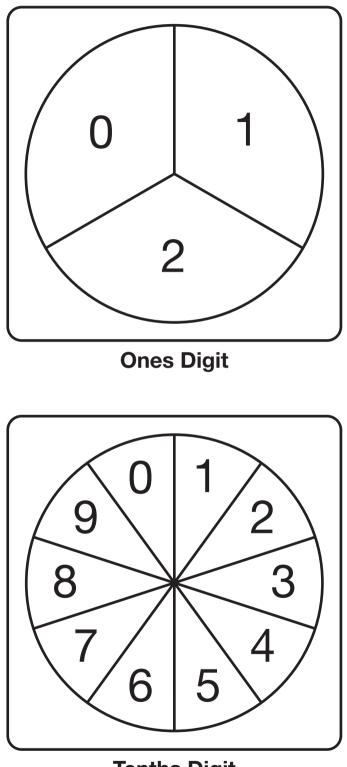
Directions

- 1. One player spins the Ones Digit spinner and the Tenths Digit spinner.
- **2.** Players write the decimal number in the Start column of Turn #1 on their game pages.
- **3.** The same player spins the Ones Digit spinner and the Tenths Digit spinner a second time.
- 4. Players record this decimal number in the Stop column on their game pages.
- **5.** Each player finds a path for a hopper from the start number to the stop number using as few hops as possible. Hops must follow the rules for decimal hoppers: move 1 or 0.1 in one hop. Hoppers can move right or left.
- 6. Each player records the following on the game page for each turn:
 - The start number and the stop number
 - A drawing of the hops on the number line
 - The total number of the player's hops for that turn
 - A number sentence that shows how the hopper moved
- 7. Players check each other's hops and number sentences.
- **8.** Repeat the steps for each turn. Play continues for 4 turns. Alternate which player spins for each turn.
- **9.** Each player adds the total number of hops for all 4 turns. The player with the fewest total hops is the winner.

Example Turn



Start, Hop, Stop! Spinners



Tenths Digit

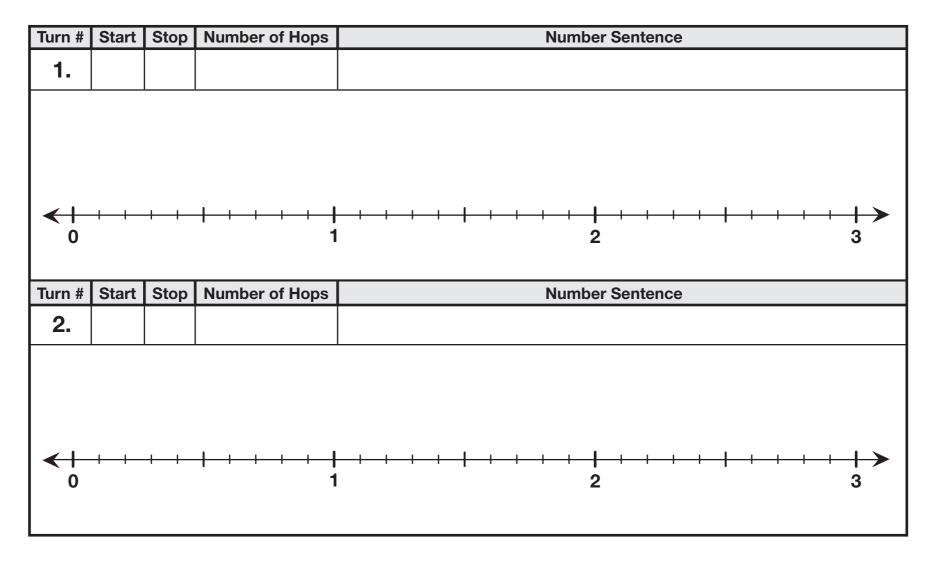
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Name _

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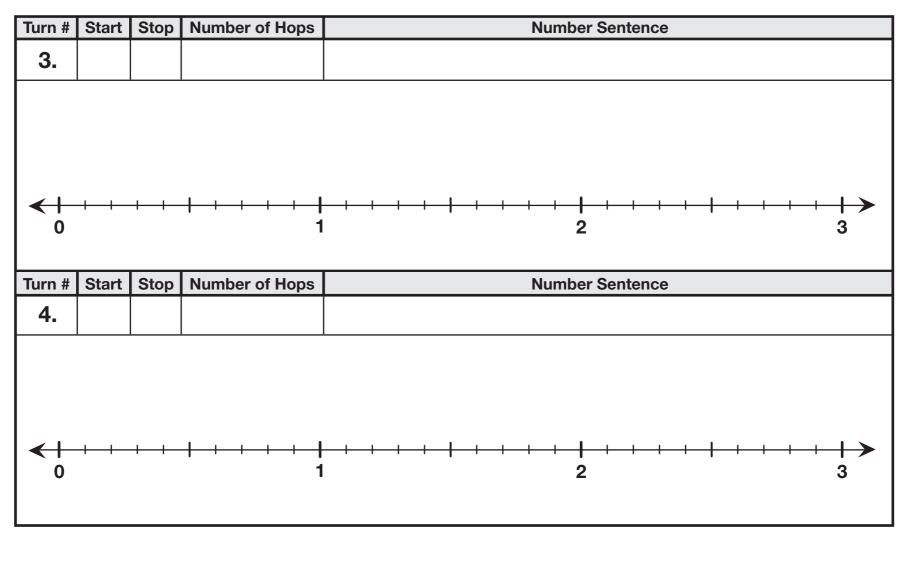
Start, Hop, Stop! Game Board



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Date _____

Total Number of Hops for Turns 1–4: _____

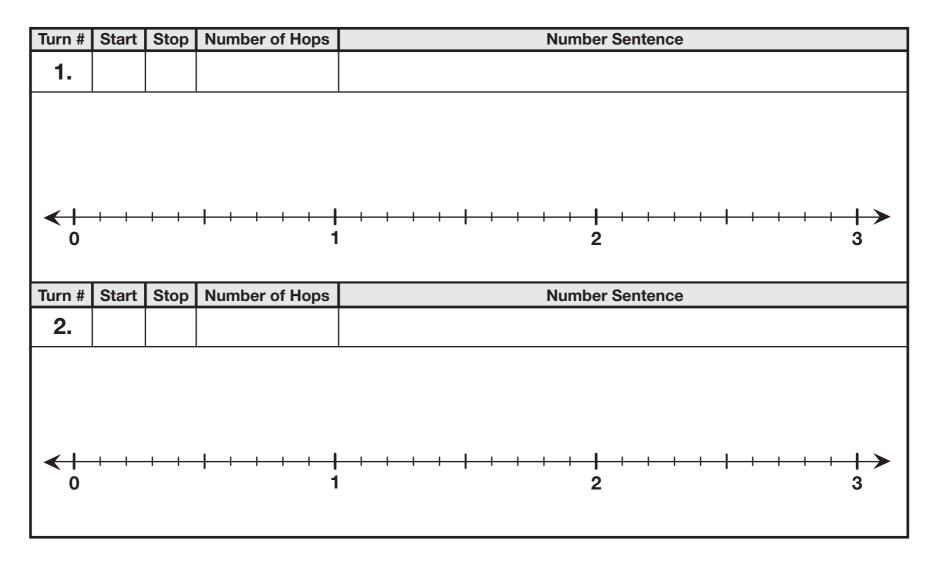
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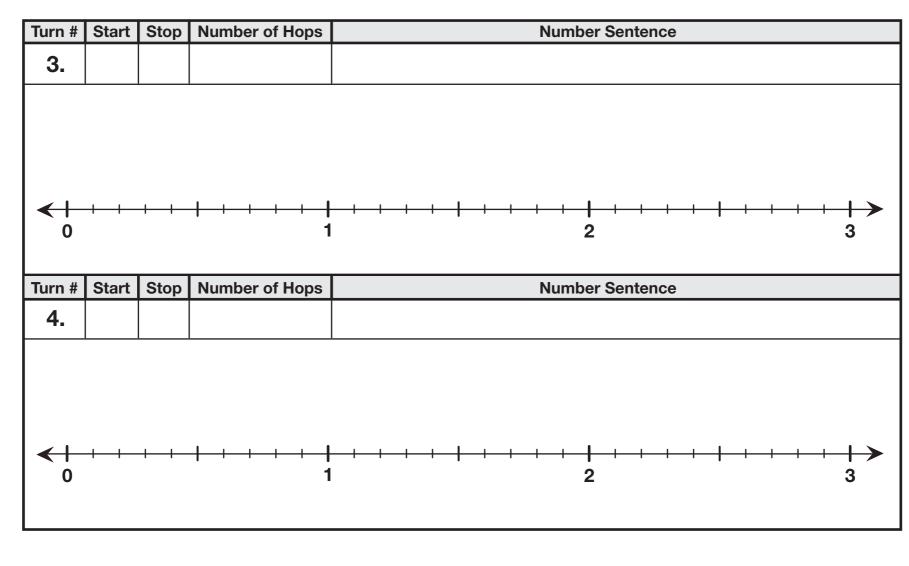
Date _____

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Date _____

Total Number of Hops for Turns 1–4: _____

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