

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

Turn #	Start	Stop	Number of Hops	Number Sentence
Ex.	0.6	2.3	5	$0.6 + 1 + 1 - 0.1 - 0.1 - 0.1 = 2.3$ or $0.6 + 2 - 0.3 = 2.3$