

Score One Game

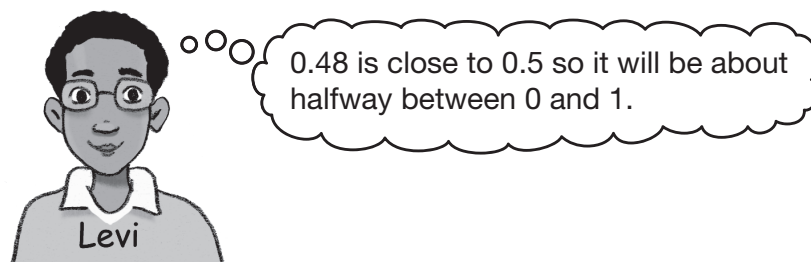
The object of this game is to estimate the placement of decimals between 0 and 1 on a number line. This is a game for two players.

Materials

- two flat toothpicks
- Score One Game Board with number line and score board
- Decimal Scale

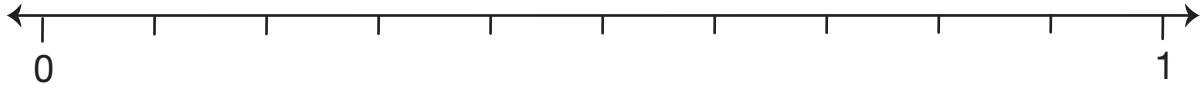
Directions

1. Each player makes a list of 20 numbers between zero and one that have values in the hundredths and are represented as decimals. For example: 0.43, 0.19, 0.75, 0.06, etc.
2. Cut out the Decimal Scale.
3. Player 1 selects a decimal from his or her prepared list and asks his or her partner to locate it on the number line.
4. Player 2 estimates the location of the decimal on the number line and marks it on the number line using the toothpick.
5. Player 1 checks the estimate using the Decimal Scale. If the estimate is within two hundredths of the actual location, Player 2 earns 0.1 point.
6. Play continues as Player 2 removes his or her toothpick and chooses a decimal from his or her list for Player 1.
7. The first player to earn 1.0 point is the winner.



Name _____ Date _____

Score One Game Board

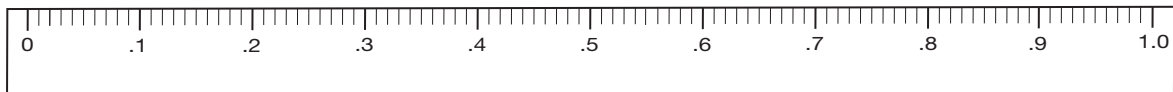


Score One Score Board

	Player One	Player Two
Total		



Decimal Scale



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