

Start, Hop, Stop to Hundredths

The object of the game is to move from the start point to the stop point with the fewest hops. This game is for two players.

Materials

- Start, Hop, Stop to Hundredths Spinners
- Start, Hop, Stop to Hundredths Game Board
- clear plastic spinner or paper clip and pencil

Directions

1. One player spins the Tenths Digit spinner and the Hundredths 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 Tenths Digit spinner and the Hundredths 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 from the start number to the stop number using as few hops as possible. Each hop must be 0.1 or 0.01. Hops 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 the hops
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:

