

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 tooth picks
- Score One Game Board with number line and score board
- Decimal Scale

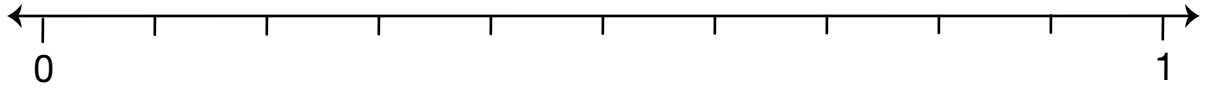
Directions

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.



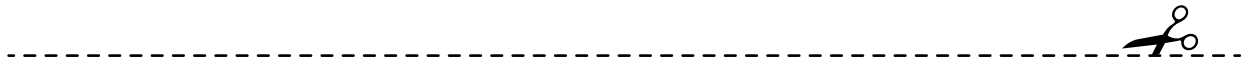
0.48 is close to 0.5 so it will be about half way between 0 and 1.

Score One Game Board



Score One Score Board

	Player One	Player Two
Total		



Decimal Scale

