

Spin and Read Decimals Game

This is a game for two people. The object of the game is to end with the largest sum.

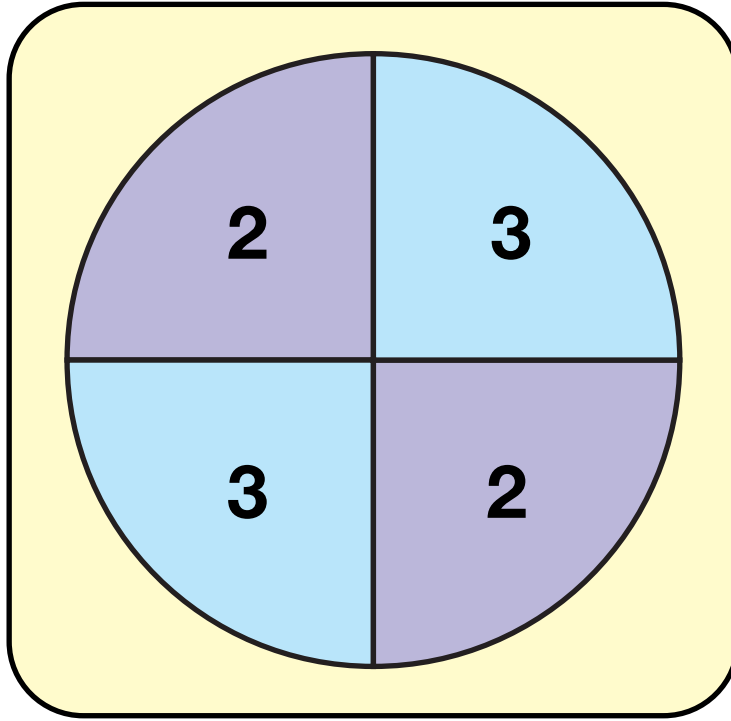
Materials

- three sets of Digit Cards 0–9, or one deck of playing cards (use the ace as “1”, the king as “0”, and remove the queens, jacks, and tens)
- Spin and Read Decimals Game Spinners
- Spin and Read Decimals Game Boards, 1 per player
- clear plastic spinner or a paper clip and pencil
- calculator, 1 per player
- coin

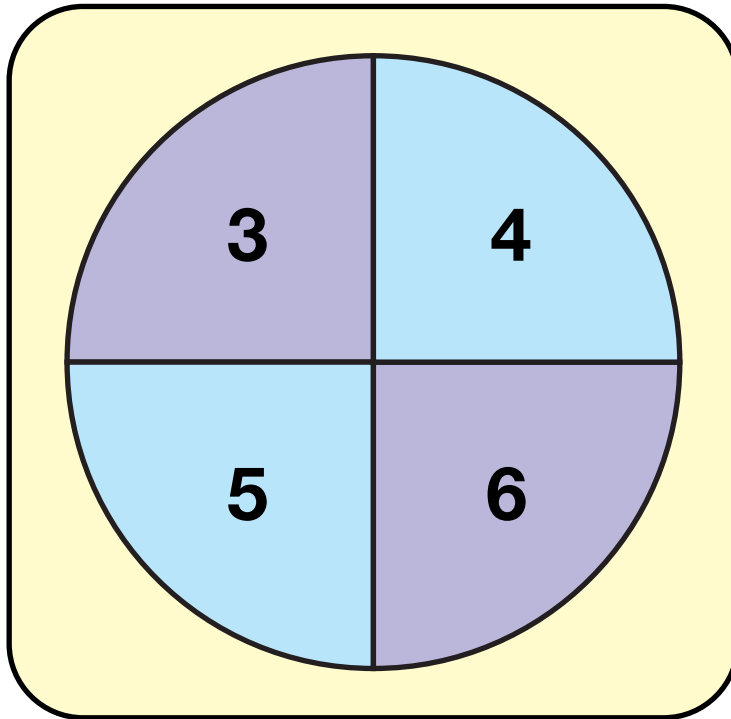
Directions

1. Shuffle the digit cards together to make one deck of 40 cards. Place these cards face down in the center of the table.
2. Use one of the spinners on the Spin and Read Decimals Game Spinners page to know the number of cards to pick up. (Use Spinner 1 the first few times you play the game, then use Spinner 2 for a greater challenge.)
3. The first player spins and draws the number of cards shown on the spinner. The player places these cards face-up on the table to make a number. He or she places the coin as a decimal point. That player then reads the number aloud.
 - If the number is read correctly, the player records the number on his or her Spin and Read Decimals Game Board, returns the cards to the deck, and reshuffles the cards.
 - If the number is not read correctly, the other player gets an opportunity to read the number, and if correct, writes it on his or her game board.
 - If neither player reads the number correctly, the cards go back into the deck and the deck is reshuffled.
 - It is the players' responsibility to determine whether or not the number was read correctly. If there is a dispute, it is resolved by a discussion of the number.
4. A game consists of four rounds with each player beginning two rounds.
5. At the end of the game, players add the numbers they recorded. The player with the largest sum wins.

Spin and Read Decimals Game Spinners



Spinner 1



Spinner 2

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