

Name _____

Date _____

Stamping 'Round With Decimals



Materials: 1 die, 2 game markers

Directions For Two Players:

1. Players 1 and 2 place their markers on Start.
2. Player 1 rolls the die and finds the matching place value in the chart below. (For example, if a 7 is rolled, the matching place value is tenths.)
3. Player 1 rounds the numeral shown on his space to the place value that he rolled. (For example, 3.455 rounded to the nearest tenth is 3.5.)
4. If correct, Player 1 moves his marker the number of spaces shown in the chart. (For example, move 7 space if a 7 is rolled.)
5. Player 2 takes a turn in the same manner.
6. Continue to play. The first player to reach Finish is the winner.

START			
1.253		6.459	7.123
8.508		5.063	12.057
4.912		9.072	7.238
0.763		0.026	0.884
3.457		8.218	9.513
0.409		0.876	0.305
13.085	FINISH	8.006	3.145
1.501	3.579	4.683	3.095
2.316	1.352	8.652	

Roll	Round to the nearest	Move
1	tenth	1 space
2	whole number	2 spaces
3	hundredth	3 spaces
4	whole number	1 space
5	hundredth	2 spaces
6	tenth	3 spaces