Prep Work and Materials:

- 1. Print off two game boards on card stock paper and laminate.
- 2. Provide dry erase markers and two die with the six covered up so it shows zero.

Directions:

Number line:

1. Players take turn rolling one die. They must say the number as a decimal, and then move up or down the number line that amount.

(For example if a two is rolled, then the player may move up or down the number line by 2 tenths.)

- 2. Players must move the number they roll. If they can not move up the number line without going over one, they must move backwards.
- 3. A player wins when they are able to land exactly on one.

100's grid

- 1. Players take turns rolling two dice. The player creates a decimal in the hundredths place, and then colors in or erases that many squares. (For example if a 3 and 6 is rolled the player may create .36 or .63)
- 2. Players must color or erase the number they roll. If they can not color in the number they created without going over one, they must erase that amount.
- 3. The First player to color in the one whole exactly wins.

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