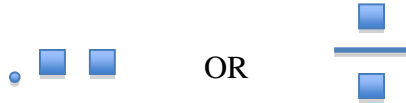# Decimals and Fractions to 1

Rules:

1. Take turns rolling all 4 RNG(number cubes).   If you do not have 0- 5 cubes let the 6 represent 0.

2. On each roll select ONLY two numbers to make a decimal **or** fraction.   Using your numbers as the tenths and hundreds place or numerator and denominator. Start with the smallest number you can make.

   OR

3. For example, if you rolled 1,   2,   2,   3 you could make 1/3, 2/3, ½, .12, .21, .22, .23, .32, .13, or .31.

4. Write the amount as a decimal. If you make a fraction, write the decimal equivalent (make sure you work with them on the equivalence for 1/3 and 2/3).

5. On each turn, you must make an amount greater than the amount you made on your previous turn. Remember your maximum value is 1.

6. On any turn, if you cannot make an amount greater than the amount you made on your previous turn, the game is ended.

7. The goal is to have as many rolls as possible before getting to 1.

Sample Play

Turn	Roll:	Number made	Decimal Representation
1	3 2 0 3	(0/2)	0
2.	2 3 3 4	.23	.23
3.	1 2 0 3	(1/3)	$.\overline{3}$

Record Sheet

Remember if you roll a 6 to use 0

Numbers Rolled	Number Made	Decimal form
☐ ☐ ☐ ☐		
☐ ☐ ☐ ☐		
☐ ☐ ☐ ☐		
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