## **Comparing Decimals**

Try to build the decimal with the greater value. Roll a number cube (or spin a spinner) and record the number in any space. Once both spaces are filled, read your decimal to your partner, compare your decimals, and record >, <, or =.

Player 1	>, <, or =	Player 2
0		0
0		0
0		0
0		0
0		0
0		0
0		0
0		0
0		0
0		0
0		0
0		0
0		0