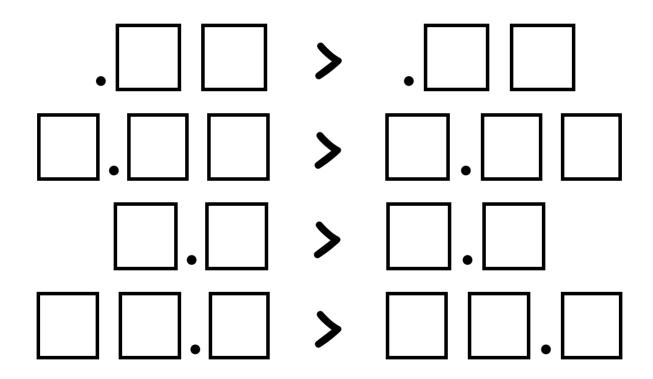
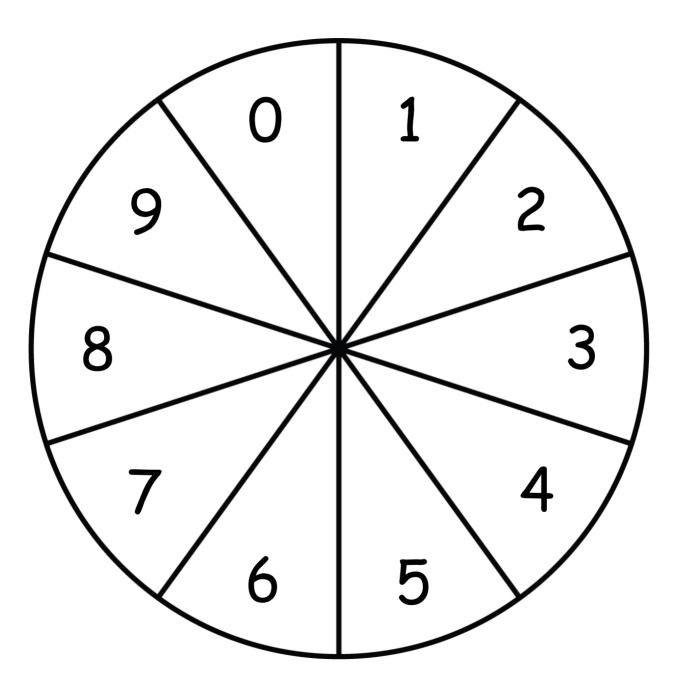
Decimal Dash

Directions:

- Spin a spinner or roll a number cube.
- Place the number in any box on your game board.
- Once placed, the number can't be changed.
- Take turns spinning and placing numbers.
- If you can't place the number to keep a comparison true, you lose that turn.
- The first player to complete each comparison is the winner.



May be photocopied for classroom use. © 2016 by Kay Sammons, Susan O'Connell, and John SanGiovanni from *Math in Practice: Teaching Fourth-Grade Math.* Portsmouth, NH: Heinemann.



May be photocopied for classroom use. © 2016 by Kay Sammons, Susan O'Connell, and John SanGiovanni from *Math in Practice: Teaching Fourth-Grade Math.* Portsmouth, NH: Heinemann.