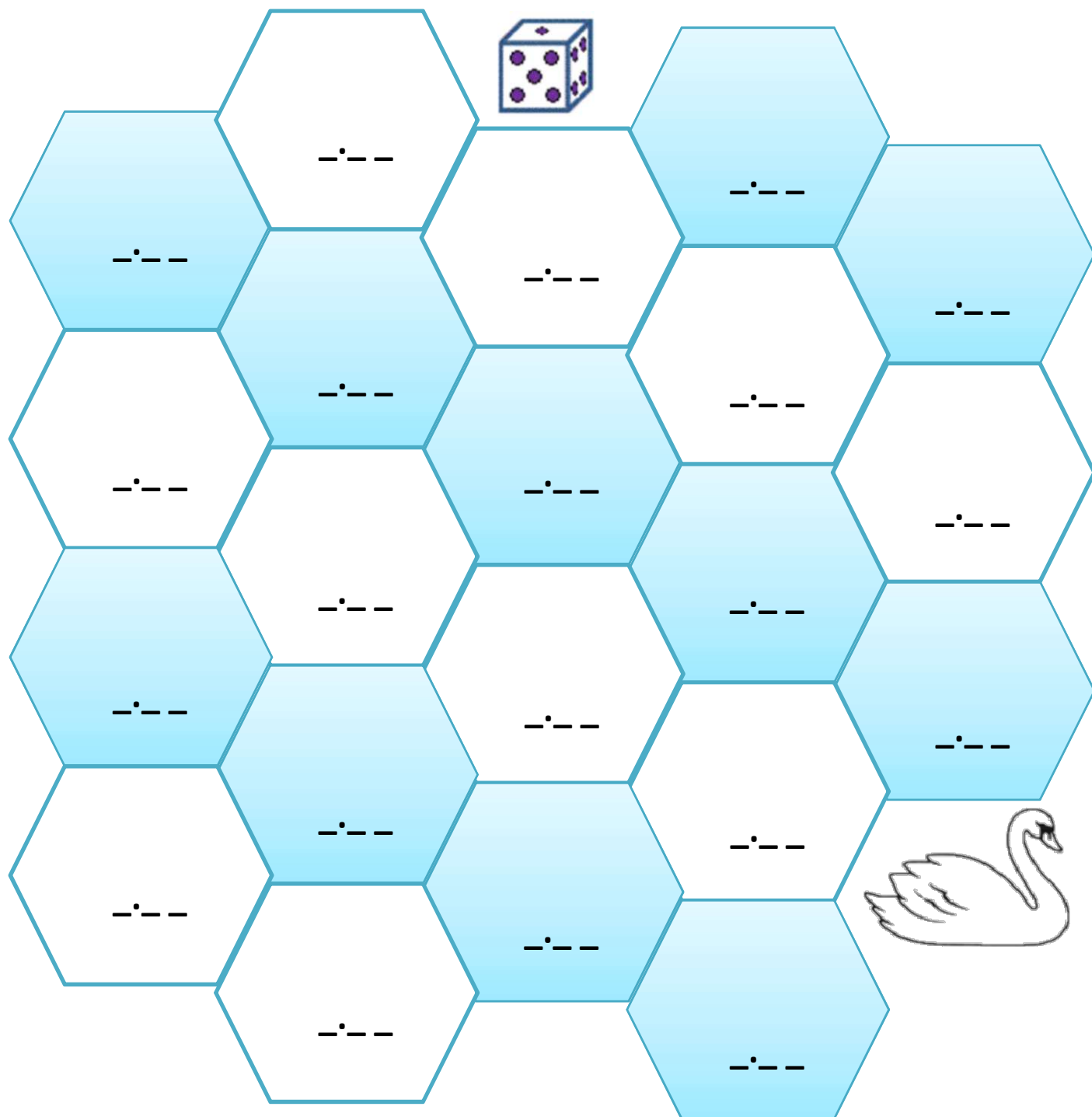


# Decimal Rounder



# Activity: Decimal Rounders

## How to Play

- Each player chooses a hexagon without a counter.
- Each player takes turns to **roll the die 3 times. Add 3 to each dice number.** The results make the decimal number on the hexagon.
- The player then has to round the number to **1 decimal place**
- If the player rounds the number correctly, they can put a counter down. Otherwise, the other player does.
- The game finishes when all the hexagons are covered up. The winner of the game is the person who manages to cover up the most hexagons.

**Example:** If you roll a 3, 1 and 4, you add 3 to each and get 6, 4, and 7.

So you get **6.47** and round to **6.5**