Develop Reasoning With Decimals

**RULES**

**Over & Out** (Level 1)

**What You Need**
- mSpace pages 102–105
- decahedron (black, 0–9)

**What to Know**
- Players fill as much of their decimal grids as possible.
- Stop when you think your grid is filled enough to win.
- Once a player has decided to stop, turns cannot be made afterwards.

**How to Win**
- The first player to fill the decimal grid in 10 turns wins.
- If both players have stopped, the player whose grid is closest to being filled is the winner.
- If a player goes over shading one grid, the other player wins.

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**HOW TO PLAY**

1. Roll the decahedron and record that number.
2. Decide whether the number rolled should be a decimal in the tenths place or the hundredths place.
3. Shade the decimal in the grid.
4. Take turns with your partner.

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<th>NUMBERS ROLLED</th>
<th>DECIMALS USED</th>
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<tbody>
<tr>
<td>5</td>
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I can win by filling the grid, or by stopping when the grid is almost full.