

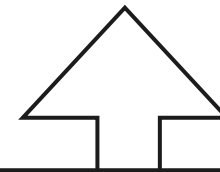
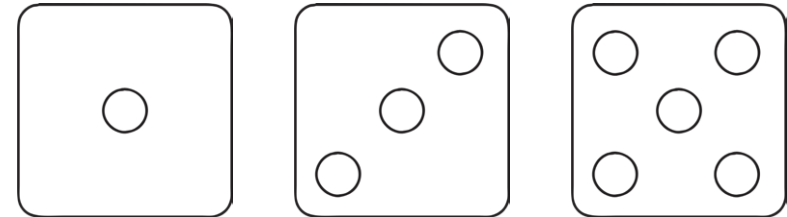
# Roll and Round Dice Game

## Equipment:

- Coloured pencil
- Game sheet
- 3 dice

## Instructions

1. To decide who goes first, roll one of the dice. The player with the highest roll goes first.
2. On your turn, roll all three dice. Use all the dice that you just rolled to create a decimal number with tenths, hundredths and thousandths.
3. Round the number that you created to the nearest hundredth and find that number on the game board. Write your initials on that square to claim it. If the square with the rounded number on it is already claimed, you miss a go.
4. The first player to claim four squares in a row wins.



If you roll these three dice, you could create any of these numbers to round and claim:

$0.1\underline{3}5 \rightarrow 0.14$

$0.15\underline{3} \rightarrow 0.15$

$0.31\underline{5} \rightarrow 0.32$

$0.35\underline{1} \rightarrow 0.35$

$0.51\underline{3} \rightarrow 0.51$

$0.53\underline{1} \rightarrow 0.53$

<b>0.11</b>	<b>0.12</b>	<b>0.13</b>	<b>0.14</b>	<b>0.15</b>	<b>0.16</b>	<b>0.17</b>
<b>0.21</b>	<b>0.22</b>	<b>0.23</b>	<b>0.24</b>	<b>0.25</b>	<b>0.26</b>	<b>0.27</b>
<b>0.31</b>	<b>0.32</b>	<b>0.33</b>	<b>0.34</b>	<b>0.35</b>	<b>0.36</b>	<b>0.37</b>
<b>0.41</b>	<b>0.42</b>	<b>0.43</b>	<b>0.44</b>	<b>0.45</b>	<b>0.46</b>	<b>0.47</b>
<b>0.51</b>	<b>0.52</b>	<b>0.53</b>	<b>0.54</b>	<b>0.55</b>	<b>0.56</b>	<b>0.57</b>
<b>0.61</b>	<b>0.62</b>	<b>0.63</b>	<b>0.64</b>	<b>0.65</b>	<b>0.66</b>	<b>0.67</b>