# Reasoned rounding game

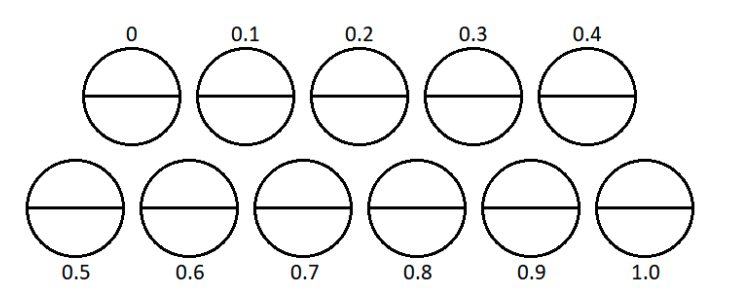
Instructions:

1. Each pair shares one recording sheet.
2. Each player will roll the die twice and will then construct a two-digit decimal number (for instance, 0.45). The first player rolls the die twice and decides which order to place their two numbers (for example, if I roll a 4 and 5, I can make 0.45 or 0.54).
3. With this number, round it to the nearest tenth. Find the matching circle on the recording sheet and colour in one of the circle halves.
4. The second player rolls the die twice and takes their turn in the same way.
5. A circle is complete when it has both halves coloured in, and the person who colours in the circle completely scores a point.
6. The game is over when all the circles are full, and the points are counted. The highest number of points is the winner.

Recording sheet: <https://nrich.maths.org/content/id/10945/Reasoned%20Rounding%20recording%20sheet%20nearest%20tenth%202023.pdf>)

|  |  |  |
| --- | --- | --- |
| I rolled a 3 and a 5! I can make 0.35 or 0.53  I’m going to choose 0.35 |  | I can then colour in one of the halves of the 0.4 circle on my sheet. |
| Dice Pair, 5-3 | ClipArt ETC | If I round 0.35 to the nearest tenth,  I round up to 0.4. | Ten circles representing each tenth in order of one tenth to one whole |

Credit: © University of Cambridge



Credit: © University of Cambridge