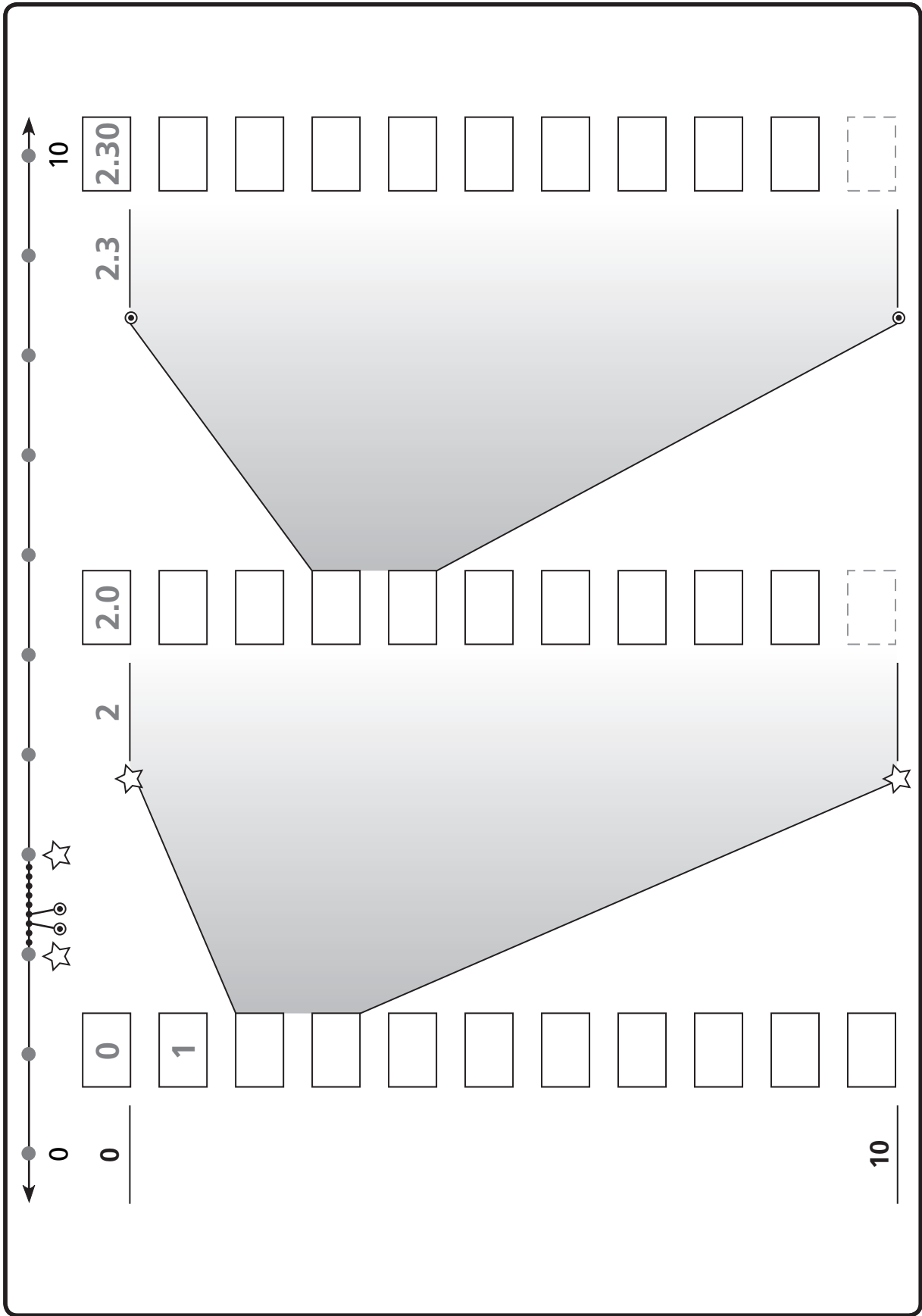


# Number Cards

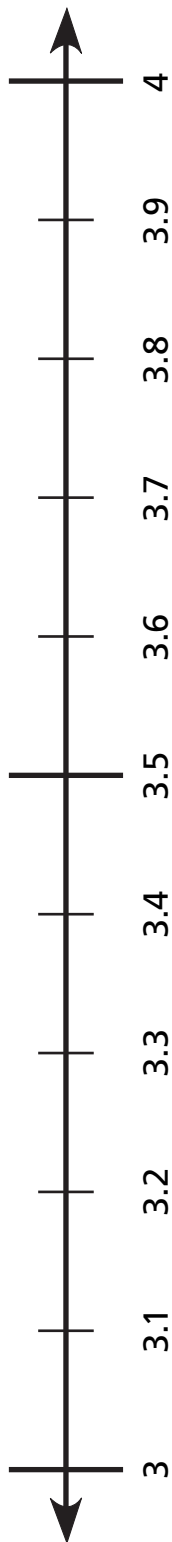
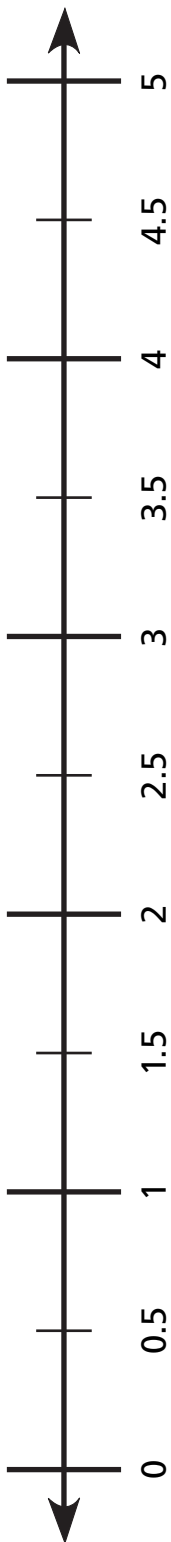
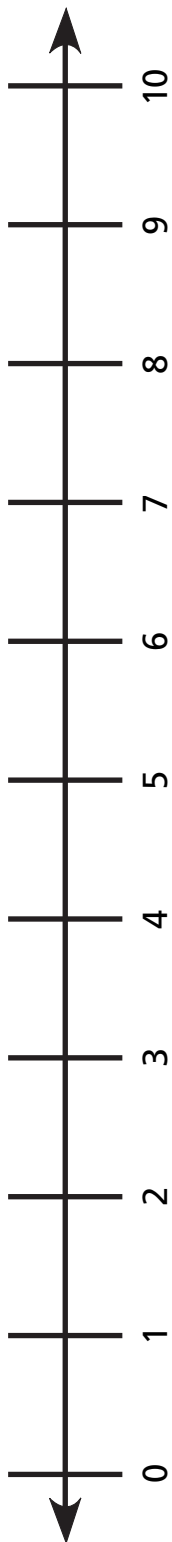


0	1	2	3
4	5	6	7
8	9	0	0
3	6	7	9

# Zooming in on the Number Line



# Labeled Number Lines



# Making Decimal Numbers I

Remember:

$$4 > 1$$

$$2 < 6$$

Goal:  .

> or <  
Point?

Number:  .

Goal:  .

> or <  
Point?

Number:  .

Goal:  .

> or <  
Point?

Number:  .

Goal:  .

> or <  
Point?

Number:  .

Goal:  .

> or <  
Point?

Number:  .

# Making Decimal Numbers II

Remember:

$$4 > 1$$

$$2 < 6$$

Goal:  $2 \cdot \square \square$



Number:  $2 \cdot \square \square$

> or <  
Point?

Goal:  $4 \cdot \square \square$



Number:  $4 \cdot \square \square$

> or <  
Point?

Goal:  $1 \cdot \square \square$



Number:  $1 \cdot \square \square$

> or <  
Point?

Goal:  $6 \cdot \square \square$



Number:  $6 \cdot \square \square$

> or <  
Point?

Goal:  $3 \cdot \square \square$



Number:  $3 \cdot \square \square$

> or <  
Point?

# Making Decimal Numbers Instructions

## How to Play the Game

- 1 Both players roll a number cube to assign the  $<$  and  $>$  symbols. The player who rolls lowest gets  $<$ . The player who rolls highest gets  $>$ . Each player records his or her symbol in all of the circles on their page.

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- 2 One player rolls the number cube two or three times to get the digits in the goal number. Players record the digits in order as they are rolled.

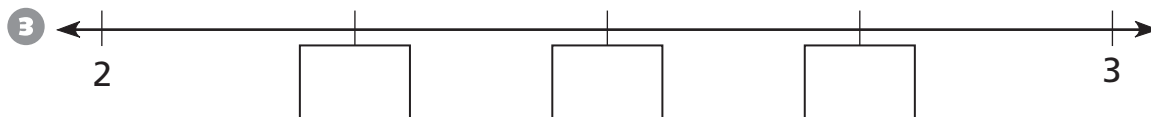
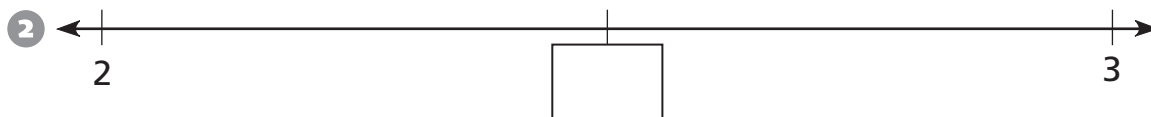
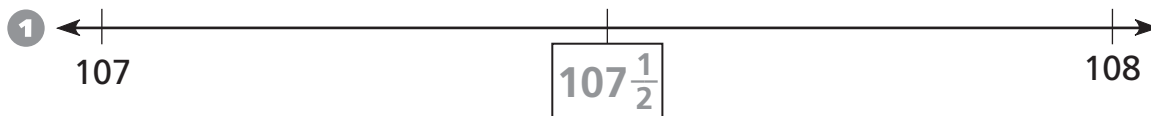
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- 3 The second player rolls the number cube two or three times to find the digits in the other number. Each player puts the digits in any order and records the number on the page.

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- 4 Each player compares his or her number to the goal number. If the relationship between the numbers matches the symbol in the circle, the player gets a point and circles the  $\checkmark$ . If the relationship doesn't match, the player doesn't get a point and circles the  $\times$ .

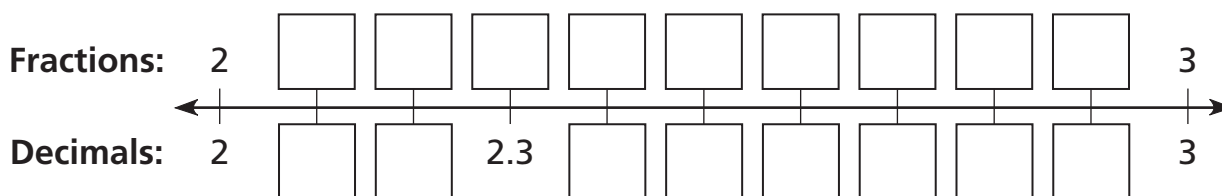
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- 5 The player with the most points (circled  $\checkmark$ s) after 5 rounds wins.

# Labeling Points on Number Lines

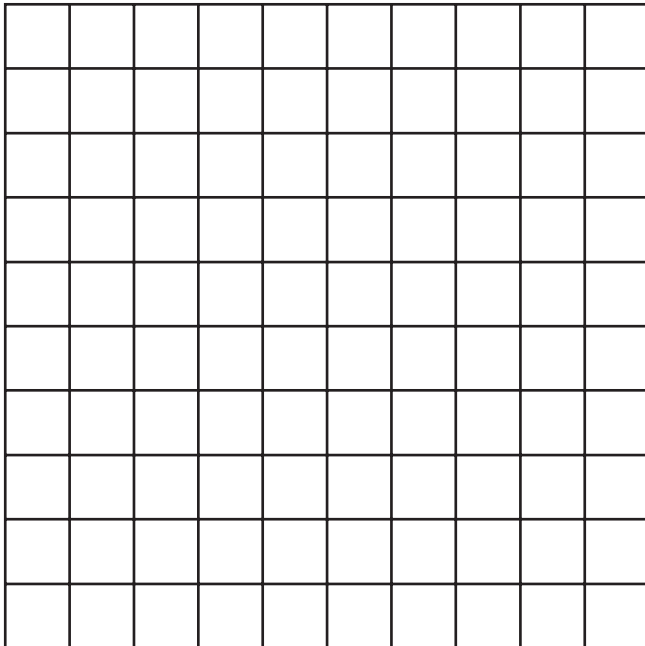
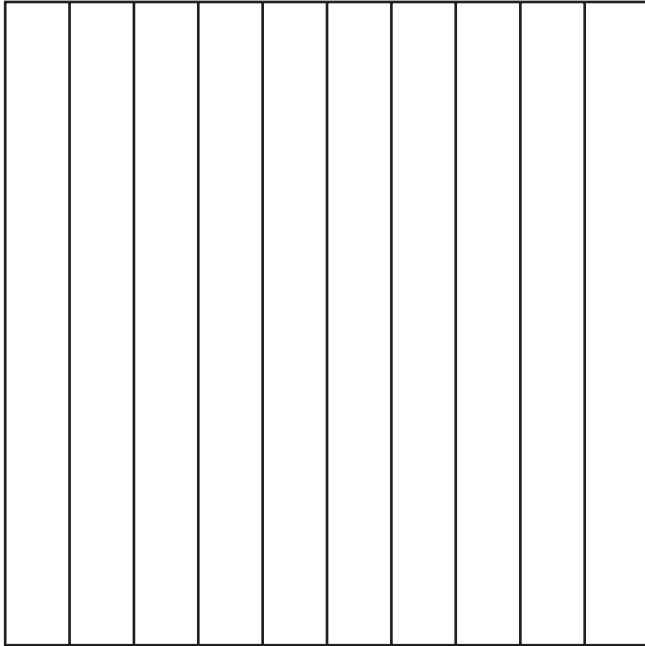
**Label the number lines using fractions.**



5 Label this number line with fractions and decimals.



# Grids for Shading

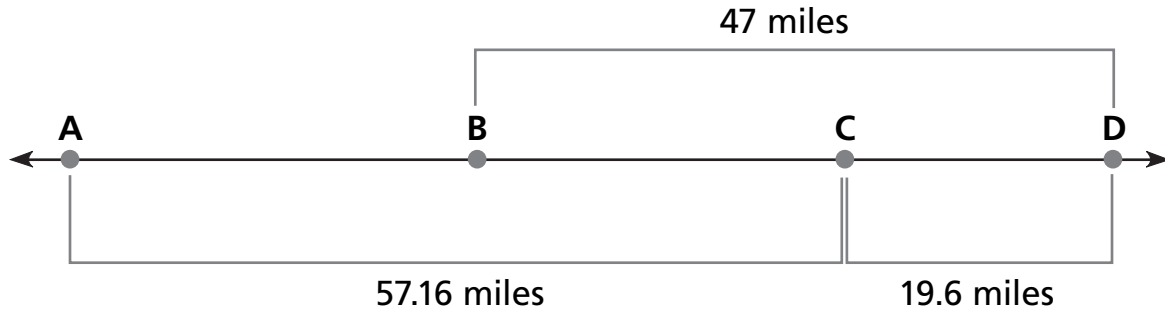




# Blank Grids

The page features a large rectangular frame with a thick black border. Inside this frame, there are 12 smaller, identical 15x15 blank grids arranged in a 4x3 grid pattern. Each small grid is composed of 15 columns and 15 rows of squares, providing a workspace for mathematical or drawing activities.

# Distances Between Towns



1 What is the distance from Town A to Town D? \_\_\_\_\_

\_\_\_\_\_

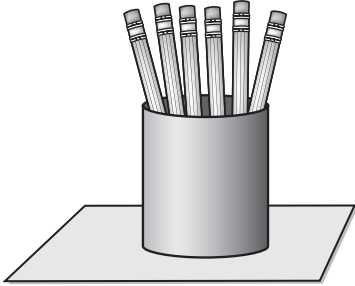
2 What is the distance from Town B to Town C? \_\_\_\_\_

\_\_\_\_\_

3 What is the distance from Town A to Town B? \_\_\_\_\_

# Store Prices

School Supplies	
Pencil .....	\$0.25
Notebook .....	\$2.79
Pen .....	\$0.49
Box of crayons .....	\$3.86
Ruler .....	\$1.14



Limit: one of each item per customer

Michelle bought 4 different items. What can you say about how much she spent?

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