

Give Some to Get Some: Decimals

Directions: Take turns rolling a number. Choose a space on the gameboard where the amount you roll could be given to one factor to make a whole. Solve that problem to claim the space. The game ends when all spaces are covered. The player with the most three-in-a-rows wins.

7×6.9	3.7×6	1.7×25	2.8×7	9×2.7
5×9.98	4.9×4	5×1.98	8.8×7	12×3.8
9.9×15	3.9×50	3.8×12	9×3.98	6×7.9
19.8×5	6×2.9	5.9×13	7×1.99	4×5.8
2.9×30	6.8×15	1.7×25	6×2.97	35×1.9