

Connect 3

Children play a dice game on a 0 to 10 number line, aiming to get three numbers in a row.

Skills practised:

- Locating 1-place decimals
- Understanding order of 1-place decimals

Conjecture: That digit order can be altered to suit the needs of game strategy.

What to do:

Children play in pairs.

You will need: paper, coloured pencils, two 0-9 dice.

1. Children work in pairs to sketch an empty 0 to 10 number line in their books.
2. They take it in turns to roll the dice, then use the digits in either order to make a 2-digit number with one decimal place: $\square.\square$.

So, if they rolled a 4 and a 6 they could either make 4.6 or 6.4.
They mark their number on the line in their chosen colour.

3. The winner is the first to mark **three numbers in a row** without one of their opponent's in between.
4. Repeat as time allows.

CHALLENGE: Can you identify a strategy that helps you to win more often than you lose?
Write it on a sticky note, ready to share with everyone at the end of the session.

Aims:

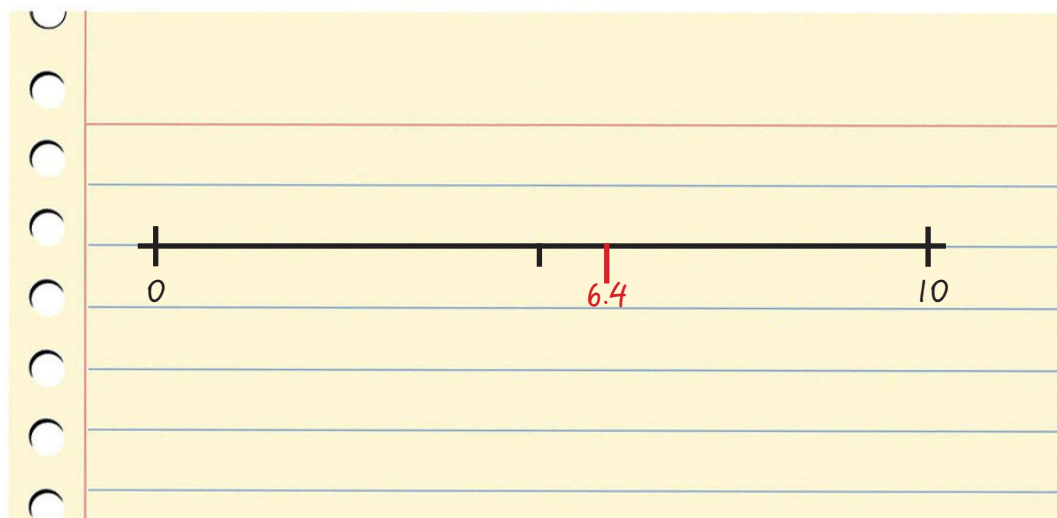
- To understand place value and order of 1-place decimals.

Minimum number of calculations expected
Up to around 10 per game

Connect 3

You will need: paper, coloured pencils, two 0-9 dice.

1. Work with a partner to sketch an empty 0 to 10 number line in your books.
2. Take it in turns to roll the dice, then use the digits in either order to make a 2-digit number with one decimal place: $\square.\square$.
So, if you roll a 4 and a 6 you could either make 4.6 or 6.4.
Mark your number on the line in your chosen colour.
3. The winner is the first to mark three numbers in a row without one of your opponent's in between.
4. Repeat as time allows.



Challenge

Can you identify a strategy that helps you to win more often than you lose?
Write it on a sticky note, ready to share with everyone at the end of the session.