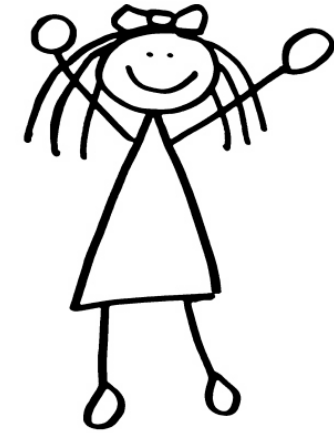


# Flippin' Out



Level: Grade 3-6

Skills: Building and comparing numbers to 99, rounding, probability

Players: 2-4

Equipment: One decadie, cards King – 9 (King = 0, Ace = 1), game board

Getting Started: Each player turns two cards from the deck and chooses how to make their two-digit number. Player the round their two-digit number to the nearest 10's place  
Players now roll the decadie and generate a target. The player with the rounded number that is closest to the target earns the cards.  
If there is a tie, both players keep their cards

Example: See example 1

Thought Provokers:

1. Is there any strategy involved when building a number to round off?
2. Does it make any difference as to whether you make your number before or after the other player(s)? If so, should players take turns
3. About how often do you suppose you would build a number that matches the target number? Is this very probable?

Variation: Players turn over three cards and make a three-digit number. Players then round their number to the nearest 100's place. Players roll one ten-sided die, then a decadie and generate a target

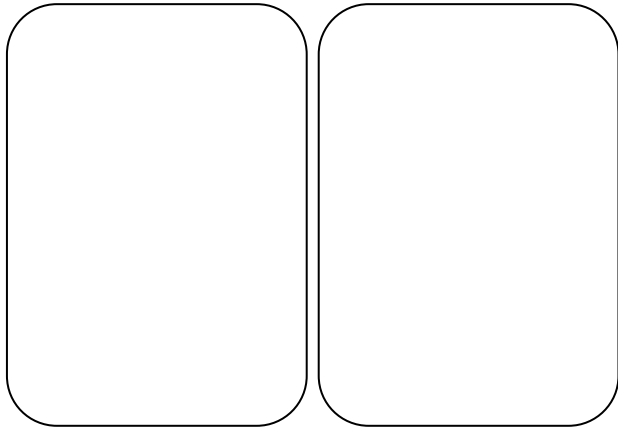
Teaching Tip: Children have their own colour bingo chip when playing. After player have built and rounded their number, they place their bingo chip on the corresponding number found on the (0-100) number line. Next, the decadie is rolled and placed directly onto its corresponding number on the number line. This provides the perfect visual reference for players to determine whose rounded number is closer to the target number.

# Flippin Out

0	10	20	30	40	50	60	70	80	90	100
---	----	----	----	----	----	----	----	----	----	-----

Tens

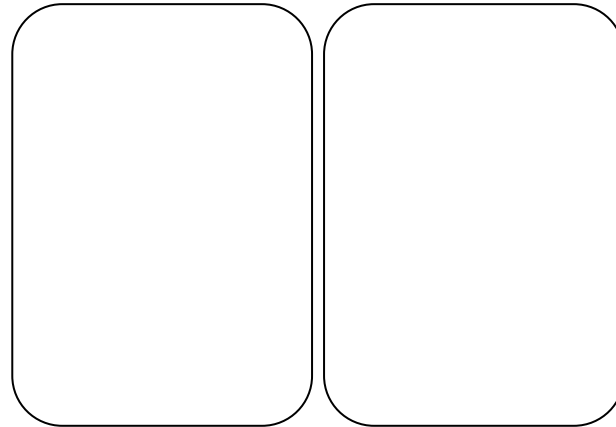
Ones



**Player One**

Tens

Ones



**Player Two**