



LESSON 24

Number Sense

What You Need

- Recording Sheet, 1 per player
- number cube (1–6)

What You Do

- 1 In this activity, you will roll a number cube to generate decimals with four place values. You will write your numbers on your **Recording Sheet**.
- 2 Take turns. Roll the number cube. Each player writes the number rolled in any of the spaces in their decimal for Round 1. Players may not move a number once it is recorded.
- 3 Roll three more times to complete the decimal for Round 1.
- 4 Players compare their decimals on the **Recording Sheet** by using inequality symbols or writing the decimals in order from least to greatest. Check each other's work.
- 5 The player with the greatest decimal for the round scores 1 point. If more than one player ties for the greatest decimal, each player scores 1 point.
- 6 After six rounds, the player with the most points wins.

KEEP IN MIND . . .

It may be helpful to use a number line to compare the decimals.



Check Understanding

Is $-13.25 > -11.25$? Explain.



Go Further

Choose two decimals from the **Recording Sheet**. Write a word problem that involves comparing the two decimals. Trade papers with a partner and solve each other's problems. Then check each other's work.



Number Sense

RECORDING SHEET

Round	My Decimal	Compare Decimals	Points
1	— _____ . _____		
2	— _____ . _____		
3	— _____ . _____		
4	— _____ . _____		
5	— _____ . _____		
6	— _____ . _____		
Total Points:			



LESSON 25

Absolute Value Puzzler

What You Need

- Number Cards
- Recording Sheet

What You Do

- 1 Shuffle the **Number Cards** and place them facedown in a pile.
- 2 Take turns. Choose two **Number Cards**. Place the **Number Cards** in one of the empty rows of the **Recording Sheet** so that the values for a and b will make the statement in the first column true. If the Wild card is chosen, the player decides the value of the card. If the two cards cannot be placed in an empty row, return the cards to the pile. Play then passes to the next player.
- 3 The other players check that the placement of the cards is correct. If the placement is correct, leave the cards on the **Recording Sheet**. If the placement is incorrect, return the cards to the pile.
- 4 Play continues until all of the empty cells have been filled.

KEEP IN MIND . . .

You can use the number line at the bottom of the **Recording Sheet** to help determine if the choices for a and b make the statement in the first column true.



Check Understanding

Use $<$, $>$, or $=$ to compare the absolute values of -8 and -3 . Explain.



Go Further

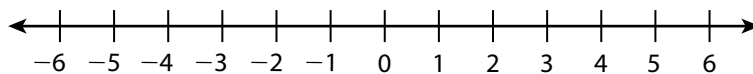
Look at the completed **Recording Sheet**. For each row, write two different numbers for a and b that would make the statement in the first column true.



Absolute Value Puzzler

RECORDING SHEET

Statement	a	b
$ a > b $		
$ a = b $		
$ a < b $		
$a < b$ and $ a > b $		
$a > b$ and $ a < b $		
$a < b$ and $ a < b $		





6	5	4	3
2	1	0	-1
-2	-3	-4	-5
-6	-1	-2	-3
-4	-5	-6	WILD

