

Playing the game:

Object of the game: To be the first player to make a line of four in a row (horizontally, vertically, or diagonally) on the game board.

Number of players: 2

1. To decide who goes first, each player rolls one of the dice. The player with the highest roll goes first.
2. On your turn, roll all of the dice. *I like to have my students roll the dice into a small plastic container so that the dice don't roll onto the floor.*
3. Use all of the dice that you just rolled to create a number. You may place the dice in any order to create the number. For example, if you rolled 4, 1, and 6, you may create 416, 461, 146, 164, 614, or 641.
 - If playing "Rounding Numbers to the Nearest Ten," you'll create a 3-digit number.
 - If playing "Rounding Numbers to the Nearest Thousand," you'll create a 5-digit number.
 - If playing "Rounding Numbers to the Nearest Hundredth," you'll create a 3-digit decimal by placing a decimal point in front of all 3 digits (i.e. no whole numbers).
4. Depending on the game that you are playing, round the number that you created to the nearest ten/thousand/hundredth. Then, place one of your counters on top of that number on the game board. If your opponent's counter is already on that number, you may not place your counter on the game board.

Some examples:



Roll It
Rounding Numbers to the Nearest Ten

110	120	130	140	150	160	170
210	220	230	240	250	260	270
310	320	330	340	350	360	370
410	420	430	440	450	460	470
510	520	530	540	550	560	570
610	620	630	640	650	660	670



**251 rounded to
the nearest ten
is 250**



Roll It

Rounding Numbers to the Nearest Thousand

11,000	12,000	13,000	14,000	15,000	16,000	17,000
21,000	22,000	23,000	24,000	25,000	26,000	27,000
31,000	32,000	33,000	34,000	35,000	36,000	37,000
41,000	42,000	43,000	44,000	45,000	46,000	47,000
51,000	52,000	53,000	54,000	55,000	56,000	57,000
61,000	62,000	63,000	64,000	65,000	66,000	67,000



45,361 rounded
to the nearest
thousand is
45,000



Roll It!
Rounding Numbers to the Nearest Hundredth

0.11	0.12	0.13	0.14	0.15	0.16	0.17
0.21	0.22	0.23	0.24	0.25	0.26	0.27
0.31	0.32	0.33	0.34	0.35	0.36	0.37
0.41	0.42	0.43	0.44	0.45	0.46	0.47
0.51	0.52	0.53	0.54	0.55	0.56	0.57
0.61	0.62	0.63	0.64	0.65	0.66	0.67



**0.416 rounded to
the nearest
hundredth is 0.42**

5. Players continue taking turns until one player creates a line of 4 in a row of his/her own counters on the game board.

Roll It

Rounding Numbers to the Nearest Ten



110	120	200	140	150	160	170
210	220	230	240	250	260	270
310	320	330	340	350	360	370
410	420	430	440	450	460	470
510	520	530	540	550	560	570
610	620	630	640	650	660	670



Four in a row wins the game!