

Half or double plot it

Skill to be learnt To find halves and doubles of decimals.

What you will need: 0 – 9 dice or spinner, 0 – 20 blank number line

How to play: Players take it in turns to roll the dice to generate units and tenths. Choose whether to halve or double and plot the answer on a 0 – 20 blank number line. The first player to get 4 numbers in a row without opponent's number in between wins.

Talk points: Discuss the effect of doubling and halving on numbers (doubling the number makes it bigger; halving the number makes it smaller). Emphasise that doubling is the opposite of halving.

Extension of this game: Extend to 3 decimal places.

