**The Greatest Decimal**

**Number**

**Unit 3 Line Master 4**

* Use a number cube, spinner, or random number generator to get four numbers.
* Use these numbers to make two decimal numbers.   
  Your decimal numbers could have one or two decimal places, like 2.5 or 0.25.
* For each decimal, toss a coin to determine its sign:   
  heads is positive and tails is negative.
* Record your two signed decimals in the first equation.   
  Perform the operation to determine the answer.
* The student with the greatest answer gets 1 point.
* The player with the most points after all six equations have been used wins.

1. \_\_\_\_\_\_\_ + \_\_\_\_\_\_\_ = \_\_\_\_\_\_\_

2. \_\_\_\_\_\_\_ × \_\_\_\_\_\_\_ = \_\_\_\_\_\_\_

3. \_\_\_\_\_\_\_ – \_\_\_\_\_\_\_ = \_\_\_\_\_\_\_

4. \_\_\_\_\_\_\_ – \_\_\_\_\_\_\_ = \_\_\_\_\_\_\_

5. \_\_\_\_\_\_\_ × \_\_\_\_\_\_\_ = \_\_\_\_\_\_\_

6. \_\_\_\_\_\_\_ ÷ \_\_\_\_\_\_\_ = \_\_\_\_\_\_\_