

The Greatest Decimal

- 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. _____ \times _____ = _____

3. _____ - _____ = _____

4. _____ - _____ = _____

5. _____ \times _____ = _____

6. _____ \div _____ = _____