

LADDERS

Mathematics: This game allows your child to enhance their place value understanding of decimals and develop their ability to use decimals by comparing and ordering these numbers.

How to play:

Each player will take turns to roll 2 dice. They are to make a decimal number with their roll. E.g. If I roll a 3 and a 2 I could make 3.2 or 2.3. The player must then decide where they are going to place their number on the ladder in order from lowest (bottom rung of the ladder) to highest (top rung of the ladder). If a roll cannot be placed on the player's ladder, that player misses that turn. The first person to fill in their ladder wins.

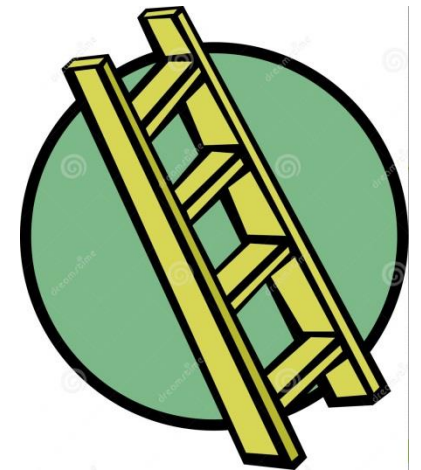
Simplifications:

Play the game without using decimals. You could roll a single dice and order the numbers 1 – 9. You could continue to roll with two dice and make double digit numbers. E.g. If I roll a 4 and a 6 I could make 46 or 64.

Extensions:

Option 1- Use more than two dice to make decimal numbers that go to more than one decimal point. E.g. I could roll a 4, 7 and 9. My options are 4.79, 4.97, 7.49, 7.94, 9.47 and 9.74.

Option 2 – When both players have filled in their ladders, each player uses subtraction to find the difference between their highest number and their lowest number. The player that has the biggest difference wins!



LADDERS GAME BOARD

Player One

Player Two

