

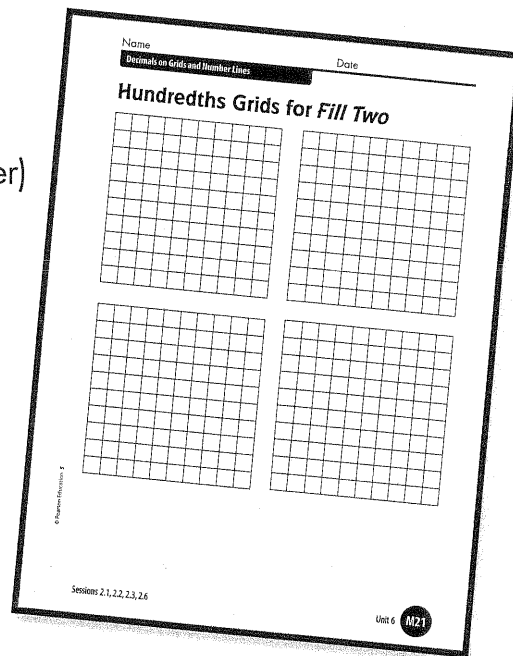
Fill Two

You need

- Decimal Cards, Set A (1 set)
- Hundredths Grids for *Fill Two* (1 sheet per player)
- crayons or markers (2 or more colors for each player)

Play with a partner.

- 1 Mix the cards and turn the deck facedown. Turn over the top four cards and place them faceup in a row.
- 2 The goal is to shade in two of your grids as completely as possible.
- 3 Players take turns. On your turn, choose one of the faceup cards, color in that amount on either grid, and write the number below the grid. You may not color in an amount that would more than fill a grid, and you may not split an amount to color in parts of two grids.
- 4 After one of the four cards has been picked, replace it with the top card from the deck.
- 5 Change colors for each turn so that you can see the different decimals. As you write the number below each square, use plus (+) signs between the numbers, making an equation that will show the total colored in on each grid.
- 6 If all of the cards showing are greater than the spaces left on your grids, you lose your turn until a usable card is turned up.
- 7 The game is over when neither player can choose a card. Players add all of the numbers they have colored in on each grid and then combine those sums to get a final total for both grids. The winner is the player whose final sum is closer to 2.



Variation: *Fill Four*

Follow the rules for *Fill Two* except for the following changes:

- Use Decimal Cards Set A and Set B (1 set of each).
- Each player fills four grids during a game. On a turn, you may color in the amount on any grid that has enough room.
- The winner is the player whose final sum is closer to 4.