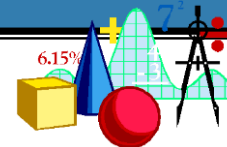


Mathematics, Grade 6

Unit I: Lesson 5

Game: **Round the Bases**



Review the rules for rounding numbers (whole numbers and decimals).

You are the commissioner of the new Rounders Baseball League. You are to create a baseball style game using rounding as the way to get hits and outs. Design game cards so that every player will have their own to use. Each card should be different and have a large variety of numbers on it. Include large and small numbers, whole numbers and decimals. Make a separate set of pitching cards that have a variety of rounded number answers. The pitcher would call out a number like "2360" or "4.6" or she/he may just say "any number that has been rounded to the nearest 'hundredth' or 'tenth', etc". Use a variety of pitching techniques.

To get a hit you might have all members of both teams look for a number that would fit the pitch and have it verified with an umpire. If the batting side has more correct answers than the pitching side, they get a hit and put a runner on base. If the pitching side has more, they get an out. You might prefer to have every one looking for the answer and the first team to get 1 or 2, etc. right answers gets the hit or out. Maybe, whichever team gets the most correct answers in so many seconds. Try to design the game so more people are involved than just the pitcher and one batter. Think of ways to make the game interesting.

Make arrangements with your teacher to play the game with your class or with a lower grade classroom.