

# Lesson 12: Decimal Game Day

## Standards Alignments

Addressing 5.NBT.B.7

### Teacher-facing Learning Goals

- Add, subtract, multiply, and divide decimals to hundredths.

### Student-facing Learning Goals

- Let's play some games and practice adding and subtracting decimals.

## Lesson Purpose

The purpose of this lesson is for students to practice adding and subtracting decimals.

In a previous unit, students learned how to add and subtract decimals.

In this lesson, students play games where they practice adding and subtracting decimals. The first game resembles the games students played in the previous two lessons. The second game has more complex rules but a simpler goal which is to make the largest number possible and then continue to add those numbers until reaching a given goal.

### Access for:

#### Students with Disabilities

- Action and Expression (Activity 1)

#### English Learners

- MLR8 (Activity 1)

## Instructional Routines

True or False (Warm-up)

### Materials to Gather

- Number cubes: Activity 1
- Paper clips: Activity 2

## Lesson Timeline

Warm-up	10 min
Activity 1	15 min

## Teacher Reflection Question

When did students listen to one another's ideas today in class? What norms would help each student better attend to their classmates' ideas in future lessons?

Activity 2	20 min
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Lesson Synthesis	10 min
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Cool-down	5 min
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## Cool-down (to be completed at the end of the lesson)

 5 min

Reflect on Operating with Decimals

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### Student-facing Task Statement

What is important to remember when adding decimal numbers?

### Student Responses

Sample response: Make sure to add digits with the same place value.