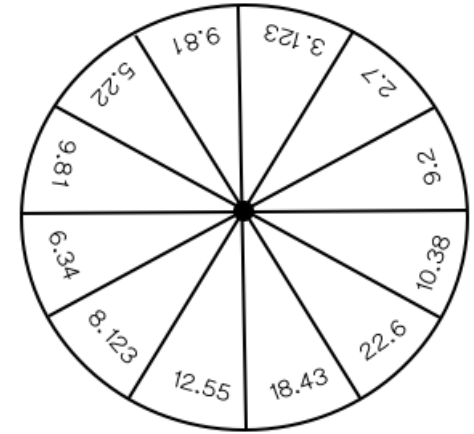


# Race to Zero: Decimal Spinner

You will need: a partner, decimal spinner, pencil, paperclip



1. Both players start with 100.
2. The shortest player goes first.
3. On your turn, spin the spinner using your pencil and the paperclip. In your math journal, subtract the decimal number you land on from 100.
4. Take turns spinning and subtracting from the number remaining.
5. Play until a player reaches zero or less wins.

# Race to Zero: Decimal Spinner

