## Unit: 4th Decimals

## Lesson: 4.4.A - Adding \& Subtracting Decimals

## The Great Texas Road Race

## Materials:

- Texas Road Race Game Board
- Dry erase boards/markers/erasers
- Game pieces

The Great Texas Road Race has 6 legs. The winner or winners of each leg collect $\$ 100$ in prize money. Then everyone starts even again for the next leg. For example, if Players 1 and 2 get to Ft . Worth on the same round, they both get $\$ 100$, then all the other players move their pieces to Ft. Worth ( 80 miles) to start the next round, and everyone starts over with 80 miles.

To begin each leg, hand out 1 card to each player, they add or subtract their cards to the beginning mileage of the leg (If Oklahoma, you would add/subtract to 0 , if Ft. Worth, you would add/subtract to 80 ). Then players move their pieces to the appropiate space on the game board based on 10 's digit. (For example if your answer is 11.85 - you would move your piece to the 10 space. If your answer is 29.08 , you would move your piece to the 20 space.)

Continue dealing one card per player per turn. The players add or subtract the miles indicated on the card, keep a running total, and move their pieces as indicated.

The first player whose mileage reaches the destination city or past it gets $\$ 100$ in prize money, and any player who lands on the destination city or past it during that round also gets $\$ 100$. Then all the players start the next round with the mileage indicated for the Destination city. For example, Waco is 170 miles. So, once players collect the prize money for Waco, everyone starts the next leg with 170 and adds from there.

Continue leg by leg until the race ends in Laredo or you run out of time.

To win: Racer with the most prize money at the end of the race wins.
Printing: Landscape, black and white, 1-sided. Optional:Print prize money separately on green paper.


| 18.3 | 17.9 | 16.2 | 20.3 |
| :---: | :---: | :---: | :---: |
| 18.07 | 17.75 | 16.07 | 14.5 |
| 18.17 | 14.7 | 16.26 | 15.1 |
| 18.08 | 17.15 | 16.36 | 15.25 |

### 24.56

21.09
23.08
23.07

### 26.06

2005
4.4.A - Add \& Sub Decimals - TX Road Rac
24.9

You got lost! Go back 7.3 miles!

You need gas! Go back 8.01 miles to the nearest gas station!

| the nearest gas |
| :---: |
| station! |
| 4.4.A- Add \& sub Decimals- TXX Road Race |
|  |
| You're hungry! |
| Go back 5.25 miles to | get a burger!

4.4.A - Add \& Sub Decimals - TX Road Race

You need to go to the bathroom!
Go back 3.64 miles!
To the nearest rest stop!

You got lost! Go back 5.03 miles!

You got lost!
Go back 4.2 miles!

You got lost!
Go back 4.23 miles!
4.4.A - Add \& Sub Decimals - TX Road Race

You need gas! Go back 3.6 miles to the nearest gas station!
4.4.A - Add \& Sub Decimals - TX Road Race

You're hungry! Go back 5.97 miles to get a burger!
4.4.A - Add \& Sub Decimals - TX Road Race

You need to go to the bathroom!
Go back 5.8 miles! To the nearest rest stop!

You got lost! Go back 7.3 miles!

You need gas! Go back 8.01 miles to the nearest gas station!

| the nearest gas |
| :---: |
| station! |
| 4.4.A- Add \& sub Decimals- TXX Road Race |
|  |
| You're hungry! |
| Go back 5.25 miles to | get a burger!

4.4.A - Add \& Sub Decimals - TX Road Race

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4.4.A - Add \& Sub Decimals - TX Road Race

You need gas! Go back 3.6 miles to the nearest gas station!
4.4.A - Add \& Sub Decimals - TX Road Race

You're hungry! Go back 5.97 miles to get a burger!
4.4.A - Add \& Sub Decimals - TX Road Race

You need to go to the bathroom!
Go back 5.8 miles! To the nearest rest stop!





