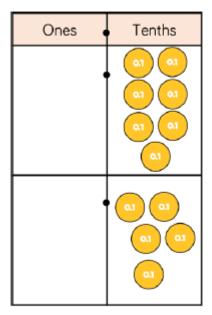
A place value grid is used to solve 0.7 + 0.5



Alex thinks the answer is 0.12 What mistake has she made?

You will need a partner and a six-sided dice for this game.



Take it in turns rolling the dice twice and placing the digits in the blank spaces above. Record the number in a table.

Swap over with your partner.

Roll the dice again and add your new number to the first number. The winner is the person who after adding 4 numbers is the closest to 1.5 **without** going over.