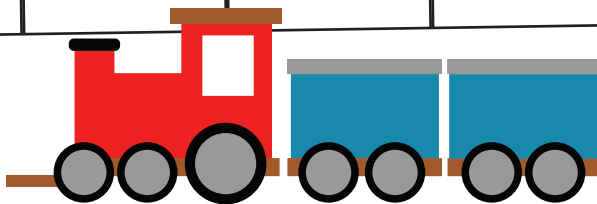


Estimation Station

Start									Full Steam Ahead! Estimate to move forward $15.3 \div 5$
-------	--	--	--	--	--	--	--	--	--



Full Steam Ahead! Estimate to move forward $12.1 \div 6$				Full Steam Ahead! Estimate to move forward $17.5 \div 9$				
--	--	--	--	--	--	--	--	--



All Aboard!

			Full Steam Ahead! Estimate to move forward $8.6 \div 3$					
--	--	--	---	--	--	--	--	--

								Full Steam Ahead! Estimate to move forward $35.9 \div 12$
--	--	--	--	--	--	--	--	---

End	Welcome to Estimation Station 
-----	--

Estimation Station

*For best results, copy on cardstock.



$12.4 \div 3$

$7.6 \div 2$

$18.4 \div 6$

$11.7 \div 6$

$34.9 \div 7$

$47.6 \div 12$

$27.2 \div 9$

$60.3 \div 12$

$59.8 \div 10$

$27.5 \div 7$

$53.7 \div 9$

$24.1 \div 8$

$9.8 \div 2$

$41.5 \div 6$

$36.3 \div 9$

$19.5 \div 4$

$24.8 \div 5$

$21.2 \div 3$

Game Tracking Sheet

Player 1: _____

Player 2: _____

Turn	Division Problem	Rounded To	Spaces Moved
Example	$89.6 \div 10$	$90 \div 10$	9
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			

Estimation Station

In this game, you will practice rounding decimals to whole numbers to estimate a quotient.

- This is a two player game. The youngest player goes first.
- You will need two game pieces to play. You can use coins or beads as game pieces.

Rules

1. Place your game pieces on START.
2. Draw a card and round the decimal to estimate a whole number quotient.
3. Move forward the number of spaces equal to your estimated quotient.
4. Record your turn on the game tracking sheet.
5. If you land on a bonus space, follow the directions to move forward additional spaces.
6. The first player to arrive at Estimation Station, wins!

Challenge

1. If you suspect that your opposing player has solved a problem incorrectly, you may challenge them.
2. To challenge a play, you must show work proving that the answer was incorrect.
3. If the player who was challenged is proved wrong, he or she misses the turn.
4. If you, the challenger, are incorrect, you miss your next turn.
5. For a missed turn, record 'missed turn' on the Game Tracking Sheet.