Jumping Along

You need
- ☑ a copy of the Jumping Along scorecard for each player
- ☑ three 10-sided dice (labelled 0–9) or a set of digit cards (0–9)
- ☑ a tape measure
- ☑ 1–3 classmates

Activity

It's athletics day at Longeast School. Abeba, Ian, Tama, Emma, Morgan, and Elyse want to get into the inter-school team. They compare their long jump distances.

Name	First jump	Second jump	Third jump
Abeba	1.95 metres	2.08 metres	2.12 metres
Ian	2.11 metres	2.15 metres	2.10 metres
Tama	2.13 metres	3.01 metres	1.97 metres
Emma	1.97 metres	2.99 metres	1.85 metres
Morgan	2.09 metres	2.11 metres	3.00 metres
Elyse	2.10 metres	3.04 metres	2.24 metres

1. a.   In each round, who came first, second, and third?

   b.   Who was the overall winner? Why?

2. Coach McLeod has to choose 3 children to be in the inter-school long jump team.

> Should I choose the children who have jumped the furthest, the children who have jumped the same distance each time (so I know how far they will jump in future), or the children who seem to be improving with each jump?

Who do you think Coach McLeod should choose for the team? Discuss this with a classmate.
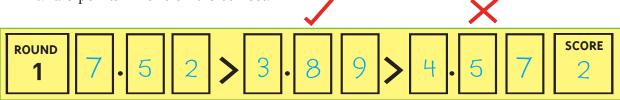
3. Hold your own long jump competition with your classmates. Put the jump distances in order. How good are your classmates' jumps compared with those for Longeast School?

Ordering decimals

Game

In the Jumping Along game, each player tries to make a true "greater than" statement. Play this game with 1, 2, or 3 classmates. Each player has their own scorecard.

- Take turns to roll the 3 dice or turn over 3 digit cards.

- On your turn, make a number between 0 and 10 that has 2 decimal places out of the numbers shown on the dice or the digits on the digit cards. Put this number into the first section of your scorecard. Once you have written a number on your scorecard, you can't change it.

- Keep taking turns until each player has completed the statement in round 1 of their scorecard.

- You score 5 points for a fully correct statement, 2 points when only part of it is correct, and 0 points if none of it is correct.

| ROUND 1 | 7 . 5 2 | > | 3 . 8 9 | > | 4 . 5 7 | SCORE 2 |

- After 4 rounds, each player adds up their points from the rounds, and the player with the most points in their total score wins the game.

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