

7 Game

Mt Everest

- 1 Choose a leader. Your teacher may be the leader.
- 2 The leader chooses 20 decimal numbers between -10 and 10 , with no more than 3 decimal places, and writes them down without the other players seeing.

Example -2.45 7.987 -4.1 -3.678
 -2.78 3.0 4.089 4.189 etc

- 3 The leader calls out the numbers one by one.
- 4 As each number is called, the players put the numbers on their Everest board. The numbers must be in order.
- 5 If when a number is called, you cannot put it on your board in order, you miss this turn.
- 6 The winner is the person with the most numbers in order.

Example Riley had put the first three numbers that were called on his board like this.

When -3.678 was called he couldn't put it on his board because it should go between -2.45 and -4.1 .



a copy of the board for each player





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