Guess My Decimal

In this activity, you will test how quickly you can guess a mystery number using TinkerPlots.

1. Open the TinkerPlots document **Guess My Decimal.tp.**

There are six guessing games in this document, each consisting of a table and a plot. You'll need to scroll down to see them all. In each game, your job is to find the mystery number.

In the Example game, the mystery number is a whole number between 0 and 100.

2. The mystery number is between the first two values in the table. Enter your first guess in row 3 of the case table. The plot quickly shows whether the number you guessed is over (orange) or under (black) the mystery number. Keep guessing numbers until you guess correctly. The correct answer will appear in red.

In the other games, the mystery number is a not a whole number, but a decimal. The title of the case table and plot tells you whether the mystery number has two or three decimal places. Try to guess the number in as few guesses as possible. Those with three decimal values might take you a while to discover, so think about a strategy you can use.

3. For each game, record the mystery number and the number of guesses you took.

Game	Mystery Number	Number of Guesses
Example		
1		
2		
3		
4		
5		
6		

- 4. Did you use a strategy to help you find the mystery number in fewer guesses? If so, what was your strategy?
- 5. Did the strategy you used work for all of the games? If not, can you think of a strategy that would work for all the games?