

Fraction/Percent/Decimal – 1-4 Players

The goal is to collect 3 matching sets of the same value. Deal six cards to each player. Place the remaining cards face down in a pile. This is the trade pile. Players take turns and may exchange one of their cards for the top card in the trade pile. Reject cards are placed at the bottom of the trade pile. The first player to collect two sets of 3 is the winner.

Example of a set = 25% - 0.25 – $\frac{1}{4}$

Fraction/Percent/Decimal/Graph – 1-4 Players

The goal is to collect 4 matching sets of the same value. Deal eight cards to each player. Place the remaining cards face down in a pile. This is the trade pile. Players take turns and may exchange one of their cards for the top card in the trade pile. Reject cards are placed at the bottom of the trade pile. The first player to collect two sets of 4 is the winner.

Example of a set = 25% - 0.25 – $\frac{1}{4}$ - $\frac{1}{4}$ pie picture

Move and Match – entire class

Hand out all the (sets) of cards. Students move around the room and try to find their match. When a group of 4 thinks they all match, they check with you and move to the edge of the room.

$\frac{1}{2}$

$\frac{1}{2}$

50%

50%

0.5

0.5

$\frac{1}{4}$

$\frac{1}{4}$

25%

25%

0.25

0.25

$\frac{1}{5}$

$\frac{1}{5}$

20%

20%

0.2

0.2

$\frac{1}{10}$

$\frac{1}{10}$

10%

10%

0.1

0.1

$\frac{9}{10}$

$\frac{9}{10}$

90%

90%

0.9

0.9

$\frac{7}{10}$

$\frac{7}{10}$

70%

70%

0.7

0.7

$\frac{3}{4}$

$\frac{3}{4}$

75%

75%

0.75

0.75

$\frac{3}{20}$

$\frac{3}{20}$

15%

15%

0.15

0.15

$\frac{3}{10}$

$\frac{3}{10}$

30%

30%

0.3

0.3

$\frac{3}{5}$

$\frac{3}{5}$

60%

60%

0.6

0.6

$\frac{2}{5}$

$\frac{2}{5}$

40%

40%

0.4

0.4

$\frac{1}{20}$

$\frac{1}{20}$

5%

5%

0.05

0.05



