

Corn Shucks



Building Fluency: compare decimals to thousands

Materials: recording sheet, digit cards (or 0-9 die)

Number of Players: 2-4

Directions:

1. The first player selects 6 digit cards and makes the largest possible six-digit number with those digits using a decimal.
Example: cards show these digits: 6, 4, 3, 3, 2, 1, this order makes the largest possible number for those digits.
2. The player writes that number on line 1.
3. The second player selects 6 digit cards and makes the smallest possible number for those digits.
4. The player writes that number on line 10.
5. The next player selects 6 digit cards and must make a number that falls between the other two. They can choose any line to place that number on.
6. The next player selects 6 digit cards and makes a number using those digits that could be placed on an empty line between any two existing numbers.
7. Game continues until a number is correctly placed on each line. (All 10 lines contain a number and they are in the correct order), OR players cannot place a number correctly on any of the empty lines.

Variation/Extension: Once students understand the game they can create their own recording sheet in their math notebook. Teacher can modify this game by changing the number of digits or number of lines.

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

9 _____

10 _____

0

1

2

3

4

5

6

7

8

9

0

1

2

3

4

5

6

7

8

9

Race to a Meter: A Decimal Game

Building Fluency: read, write and compare decimals to a thousand

Materials: meter stick, base-10 blocks (40 small cubes and 25 longs), recording sheet, and playing cards

Number of Players: 2

Directions:

1. Players play on opposite sides of the meter stick.
2. Players begin at zero, and place the appropriate number of rods or cubes along the edge of the meter stick according to the number selected from the pile of cards.
3. When a player has 10 or more cubes, they should trade them for a ten-cm rod.
4. After each round, each player should record the move on the recording sheet.
5. The winner is the player to reach the end of the meter stick. Player does not have to land exactly on one meter, but may finish beyond the end of the meter stick.

Variation/Extension: Student may use decimal or fraction dice. Students may also create additional cards and extend the length of the meter stick to two meters. Students may also start at the end of the meter stick and subtract the number selected – first player to get to 0 wins.



PLAYER 1

NUMBER ON CARD	TOTAL SCORE TO THIS POINT

PLAYER 2

NUMBER ON CARD	TOTAL SCORE TO THIS POINT

$$\frac{1}{10}$$

$$\frac{5}{100}$$

$$\frac{10}{100}$$

$$\frac{5}{10}$$

$$\frac{10}{10}$$

$$\frac{2}{10}$$

$$\frac{50}{100}$$

$$\frac{2}{100}$$

$$\frac{8}{10}$$

$$\frac{8}{100}$$

.1

.2

.5

.50

.25

.05

.01

.04

.6

.8

Sum with Decimals

Building Fluency: read, write and compare decimals, add decimals to the hundredth place and use concrete models to represent decimals.

Materials: Pair of dice and recording sheet

Number of Players: 2

Directions:

1. Roll 2 dice and used the numbers rolled to create a decimal to the hundredths place.
Example, if you roll a 3 and a 4, you would form the decimal .34 or .43, go to the first grid (on recording sheet) and shade in that fraction of the grid.
2. Roll again and shade in the decimal created on the second grid.
3. Add both boards, highest total decimal wins.

Variation/Extension: Students could compare each decimal represented on the grid. Teacher can reduce or increased the number of grids. An additional recording sheet has been added for adding 4 decimals for your convenience, if you choose to use it. Teacher may modify by adding decimals together on one grid using different color pencils to represent the different decimals.

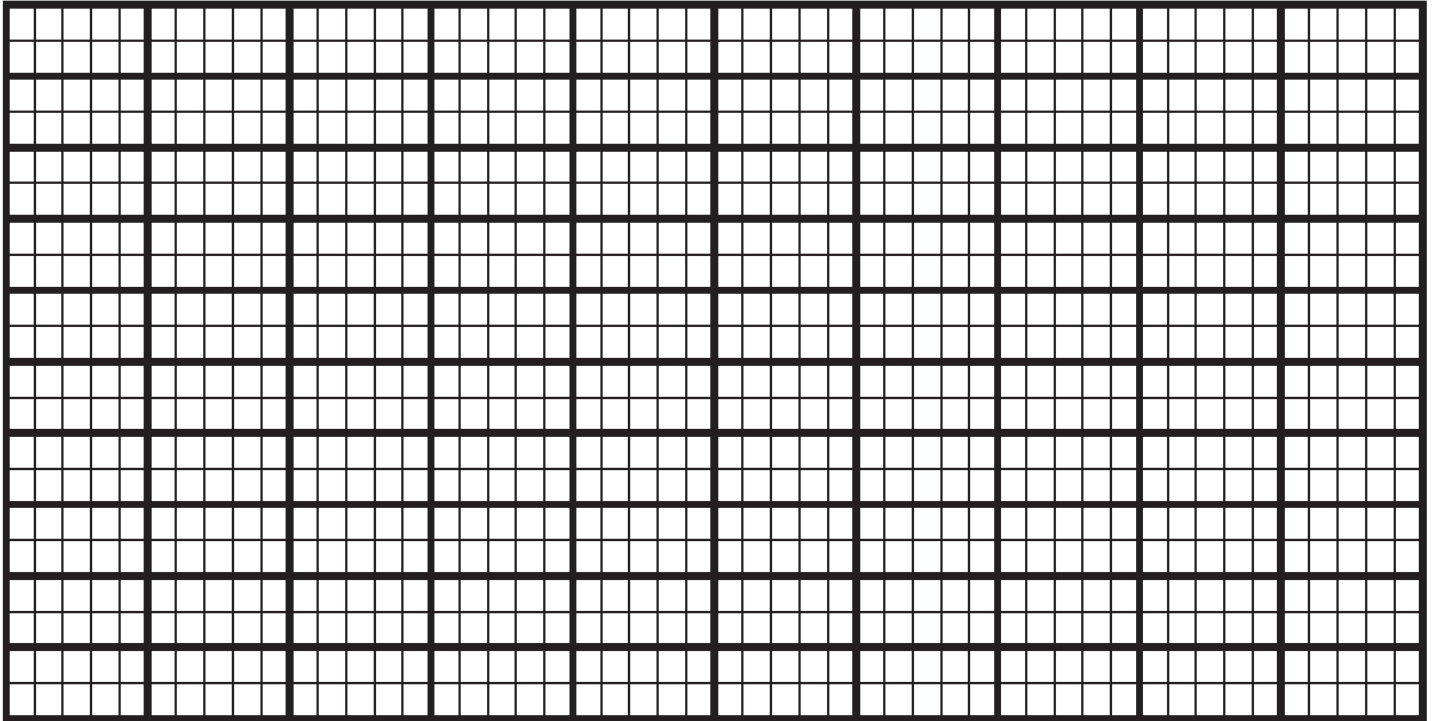


PLAYER 1

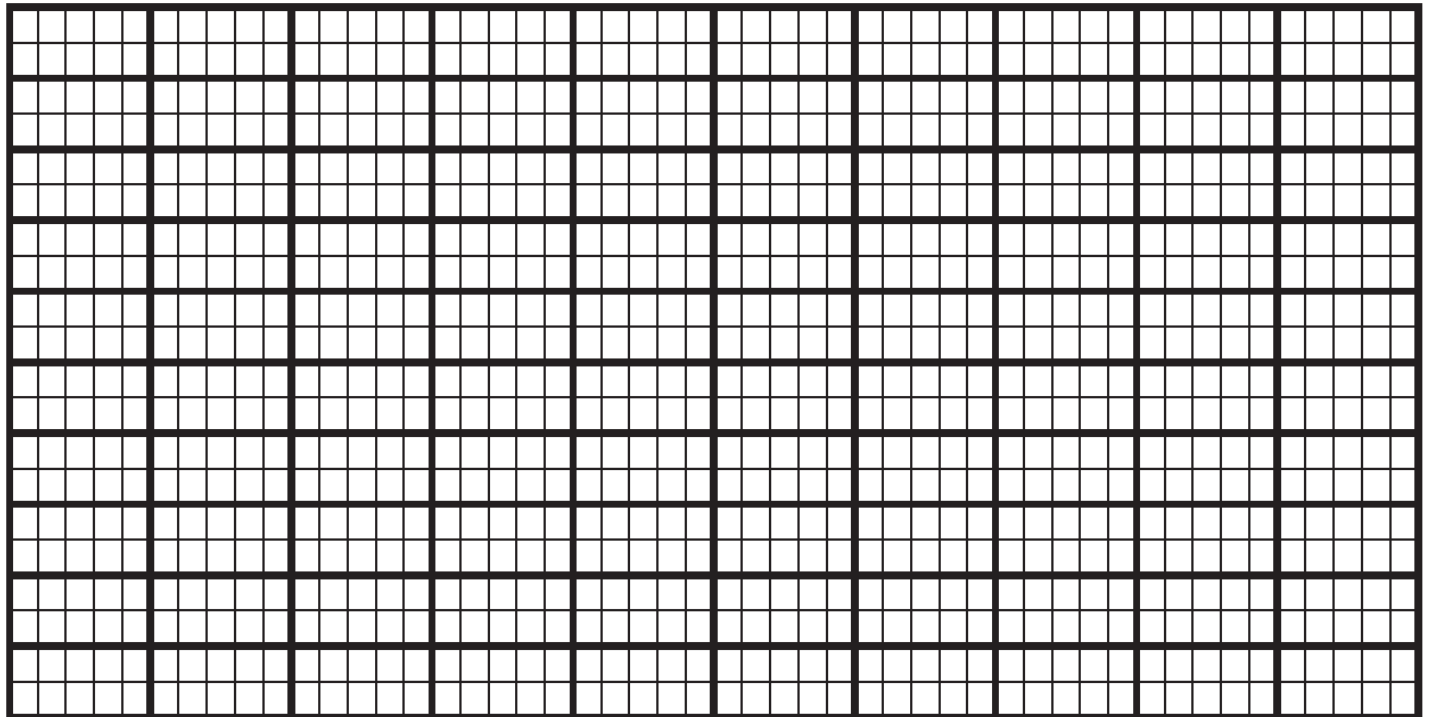
TOTAL

PLAYER 2

TOTAL

PLAYER 1

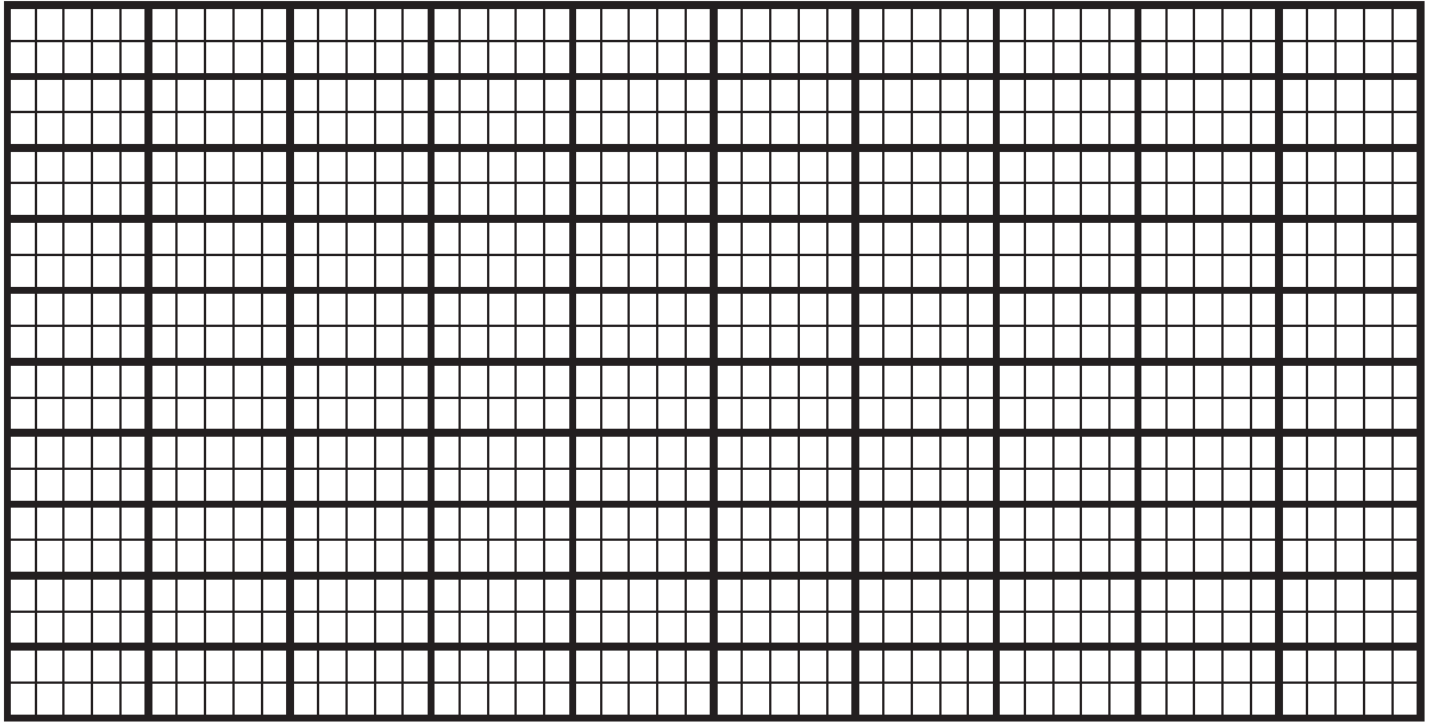
Decimal 1:



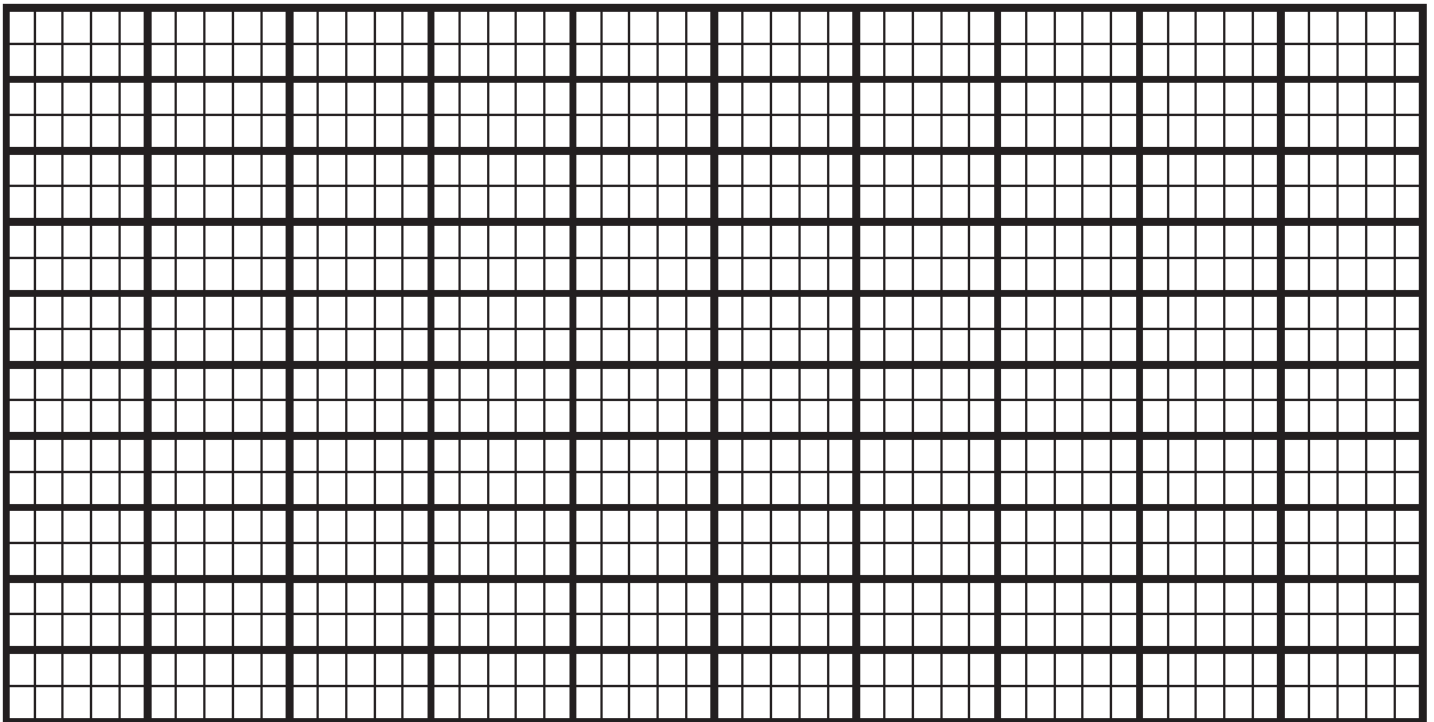
Decimal 2:

$$\text{.....} + \text{.....} = \boxed{}$$

PLAYER 2



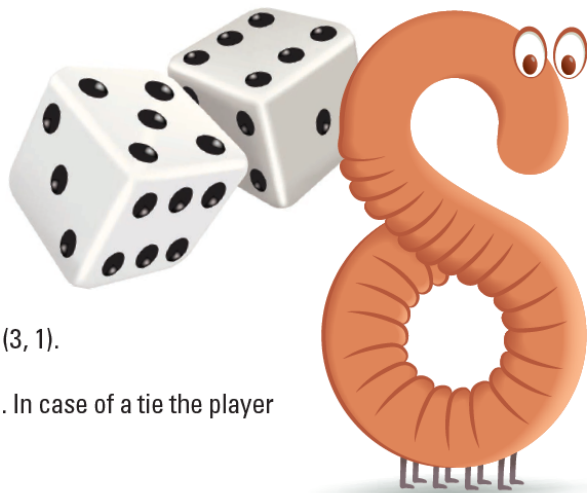
Decimal 1: _____



Decimal 2: _____

_____ + _____ =

Pieces of Eight



Building Fluency: coordinates and compare decimals

Materials: pair of dice, gameboard, paper

Number of Players: 2-4

Directions:

1. Each player rolls dice and chooses coordinate on the grid.
Example: if the player rolls a 1 and 3, the player may choose, (1, 3) or (3, 1).
2. After each player is on a coordinate, they compare numbers.
3. The player with the 8 in the place with the largest value wins the round. In case of a tie the player with the largest number wins.
4. Play 10 rounds.
5. The player who wins the most rounds wins the game.

Variation/Extension: Students can record the value of the eight and total the 10 rounds, student with the highest sum wins or lowest sum wins.

6

284.935

453.829

359.842

259.348

895.432

935.428

5

245.893

529.438

389.452

594.832

485.392

423.985

4

948.325

942.385

843.529

938.425

824.593

284.953

3

823.459

538.924

325.984

829.534

532.984

593.824

2

982.453

954.823

342.958

583.249

935.248

358.294

1

423.589

498.235

358.924

394.285

459.238

834.529

1

2

3

4

5

6

	284.935	453.829	359.842	259.348	895.432	935.428
	245.893	529.438	389.452	594.832	485.392	423.985
	948.325	942.385	843.529	938.425	824.593	284.953
	823.459	538.924	325.984	829.534	532.984	593.824
	982.453	954.823	342.958	583.249	935.248	358.294
	423.589	498.235	358.924	394.285	459.238	834.529

Race to 1 or Bust



Building Fluency: add decimals

Materials: die and recording sheet

Number of Players: 2

Directions:

1. Each player takes their turn rolling the die.
2. After the roll, every player places the digit rolled in any box of their grid. This must be done before next roll.
3. Once the table is totally completed, add up the decimals to find the winner.

Variation/Extension: Once students understand how this game works they can create their own recording table in their math notebook instead of using recording sheet. Teachers may modify the game by changing the number of rows in the table. Additional recording sheets have been added for you convenience.

PLAYER 1

TENTHS	HUNDREDTHS
TOTAL:	TOTAL:

TENTHS	HUNDREDTHS
TOTAL:	TOTAL:

PLAYER 2

TENTHS	HUNDREDTHS
TOTAL:	TOTAL:

TENTHS	HUNDREDTHS
TOTAL:	TOTAL:

PLAYER 1

TENTHS	HUNDREDTHS
TOTAL:	TOTAL:

TENTHS	HUNDREDTHS
TOTAL:	TOTAL:

TENTHS	HUNDREDTHS
TOTAL:	TOTAL:

TENTHS	HUNDREDTHS
TOTAL:	TOTAL:

PLAYER 2

TENTHS	HUNDREDTHS
TOTAL:	TOTAL:

TENTHS	HUNDREDTHS
TOTAL:	TOTAL:

TENTHS	HUNDREDTHS
TOTAL:	TOTAL:

TENTHS	HUNDREDTHS
TOTAL:	TOTAL:

Camera
\$148.90

Car
\$15,599.49

Stereo
\$999.99

TV
\$788.25

RV
\$15,675.35

Scooter
\$5,535.89

DVD
\$357.45

Bike
\$350.50

Microwave
\$455.65

Bedroom Suite
\$1,209.70

Cellphone
\$217.25

Jewelry
\$9,876.95

Vacation
\$5,995.65

Refrigerator
\$899.95

Boat
\$10,785.50