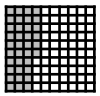
Fraction to Decimal STEAL!

Object of the Game: Collect 3 "books." A "book" is a set with a decimal (.36), a fraction ($\frac{36}{100}$), and a Model () that all represent the same thing.

To play: Shuffle the cards including the "STEAL!" cards. Put them in a stack face down (number side down) where everyone can reach them. This is the draw pile.

The first player draws a card and adds it to his/her collection. Collections must be displayed face up where everyone can see them. The rest of the players do the same. Players continue drawing cards, and placing them face up – grouping them into books where appropriate. Once a player gets a complete book, those cards are protected and cannot be stolen. The player can turn them over to indicate they are protected.

If a player draws a "STEAL!" card, that player can steal one card from any other player. Discard the STEAL! Card in a pile next to the draw pile. Players cannot save STEAL! Cards, they must use them when they get them.

To win: First player to get three complete books wins. If you run out of cards before one player wins, you can play "sudden death" by having the players take turns stealing from each other until the first player gets 3 complete books.

Printing: Print landscape, 2-sided, flip on short side.

Unit: 4th - Decimals
Lesson: 4.2.G - Decimals and Fractions

STEAL!

Match the cards correctly in groups of three: fraction, decimal, model.

2-27-28	**7-22-23**	**12-17-38**
3-26-29	**8-21-34**	**13-16-39**
4-25-30	**9-20-35**	**14-15-40**
5-24-31	**10-19-36**	
6-23-32	**11-18-37**	

STEAL!

4.2.G - decimals and fractions – STEAL!

STEAL!

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STEAL!

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4.2.G - decimals and fractions – STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

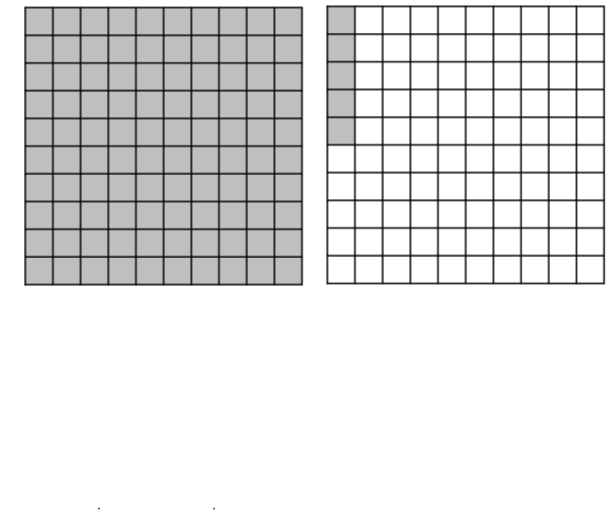
2

1.05

27

$1\frac{5}{100}$

28



STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

3

1.50

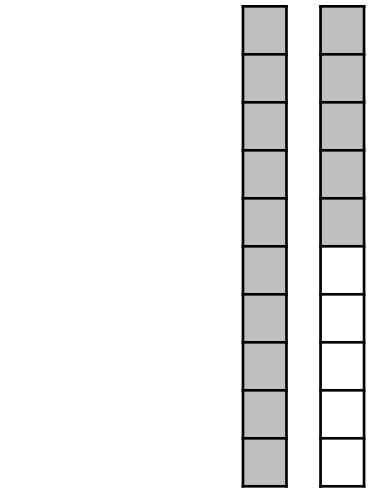
4.2.G - decimals and fractions – STEAL!

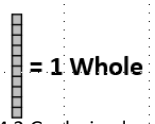
26

$1\frac{5}{10}$

4.2.G - decimals and fractions – STEAL!

29





4.2.G - decimals and fractions – STEAL!

4

0.15

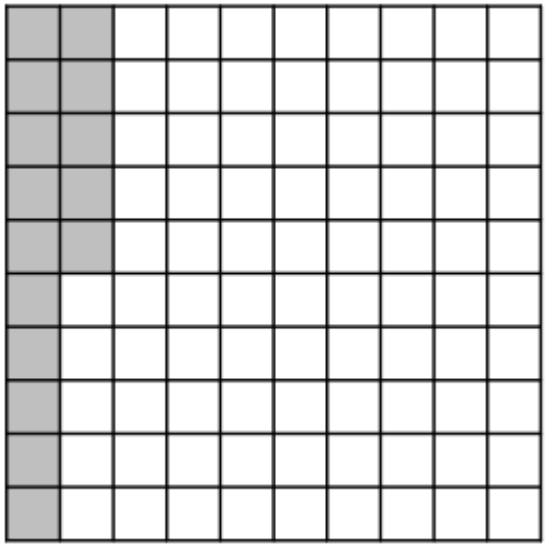
4.2.G - decimals and fractions – STEAL!

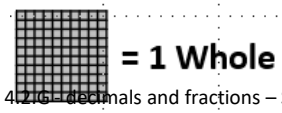
25

$\frac{15}{100}$

4.2.G - decimals and fractions – STEAL!

30





4.2.G - decimals and fractions – STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

5

4.30

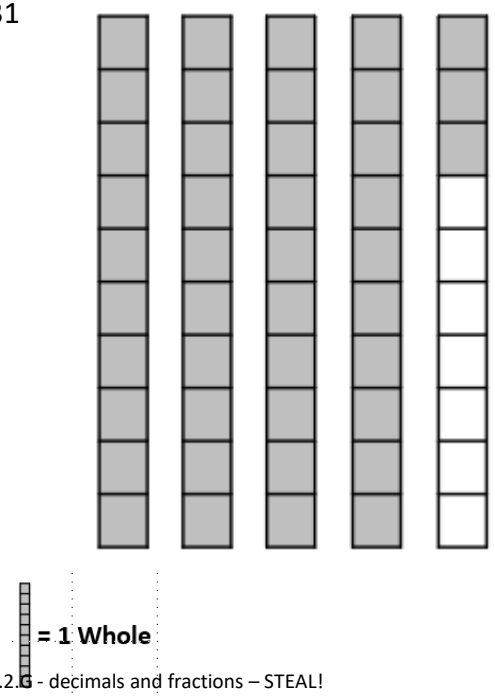
4.2.G - decimals and fractions – STEAL!

24

$4\frac{3}{10}$

4.2.G - decimals and fractions – STEAL!

31



4.2.G - decimals and fractions – STEAL!

6

0.43

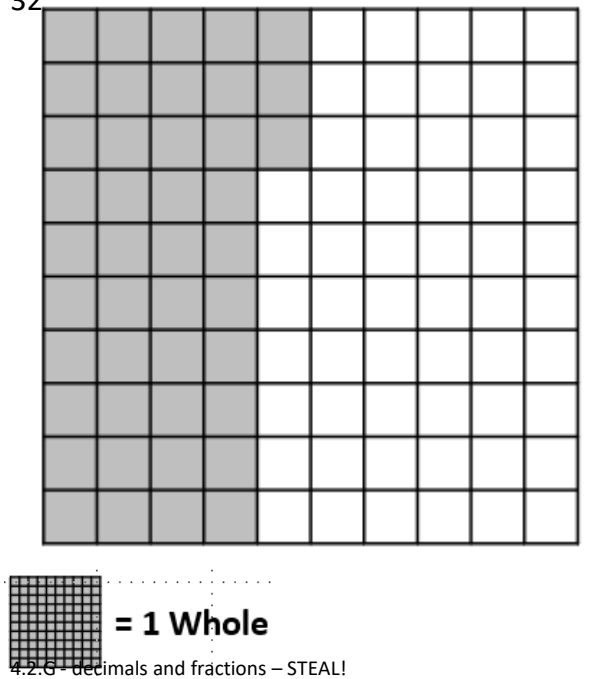
4.2.G - decimals and fractions – STEAL!

23

$\frac{43}{100}$

4.2.G - decimals and fractions – STEAL!

32



4.2.G - decimals and fractions – STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

7

4.03

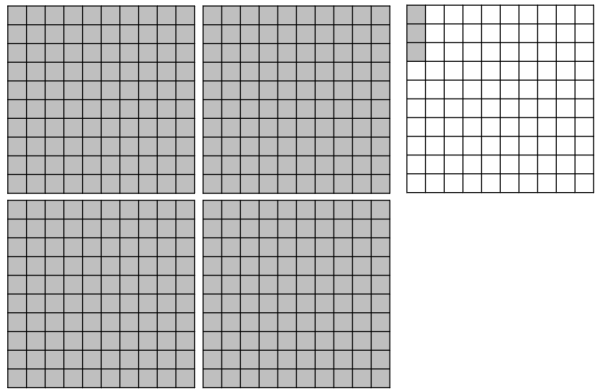
4.2.G - decimals and fractions – STEAL!

22

$4\frac{3}{100}$

4.2.G - decimals and fractions – STEAL!

33



= 1 Whole

4.2.G - decimals and fractions – STEAL!

8

8.50

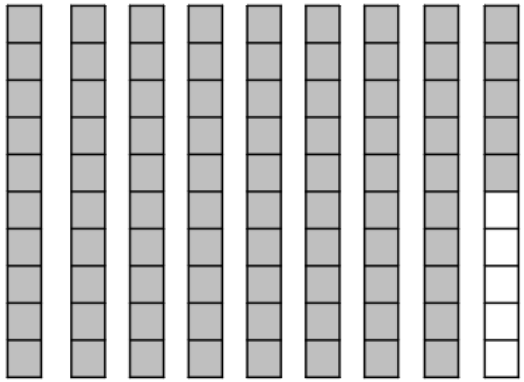
4.2.G - decimals and fractions – STEAL!

21

$8\frac{5}{10}$

4.2.G - decimals and fractions – STEAL!

34



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4.2.G - decimals and fractions – STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

9

0.85

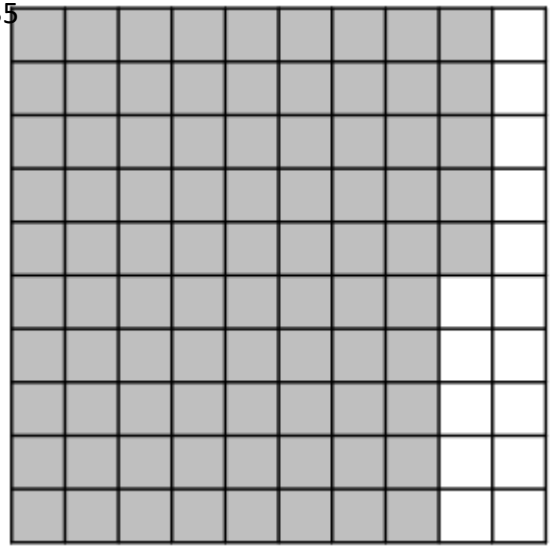
4.2.G - decimals and fractions – STEAL!

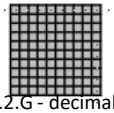
20

$$\frac{85}{100}$$

4.2.G - decimals and fractions – STEAL!

35





= 1 Whole

4.2.G - decimals and fractions – STEAL!

10

8.05

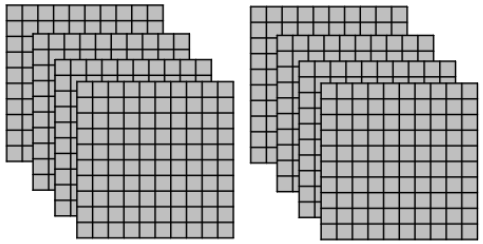
4.2.G - decimals and fractions – STEAL!

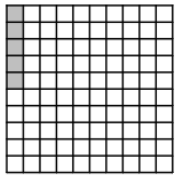
19

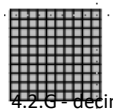
$$8\frac{5}{100}$$

4.2.G - decimals and fractions – STEAL!

36







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4.2.G - decimals and fractions – STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

11

5.20

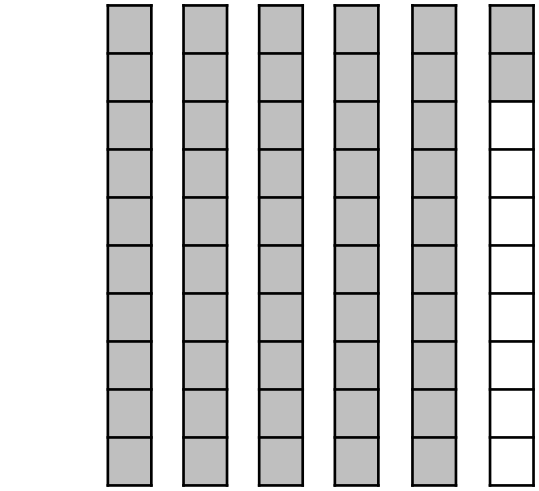
4.2.G - decimals and fractions – STEAL!

18

$5\frac{2}{10}$

4.2.G - decimals and fractions – STEAL!

37



4.2.G - decimals and fractions – STEAL!

12

5.02

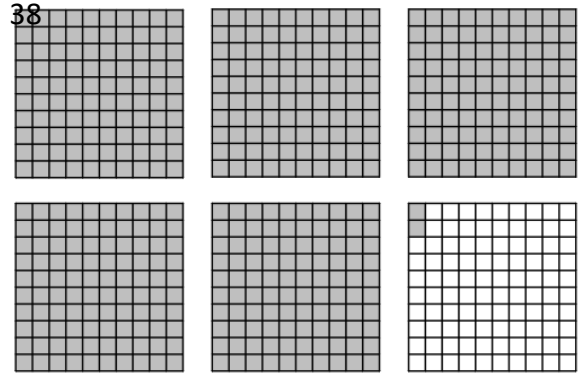
4.2.G - decimals and fractions – STEAL!

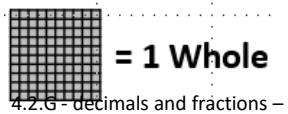
17

$5\frac{2}{100}$

4.2.G - decimals and fractions – STEAL!

38





4.2.G - decimals and fractions – STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

STEAL!

13

0.52

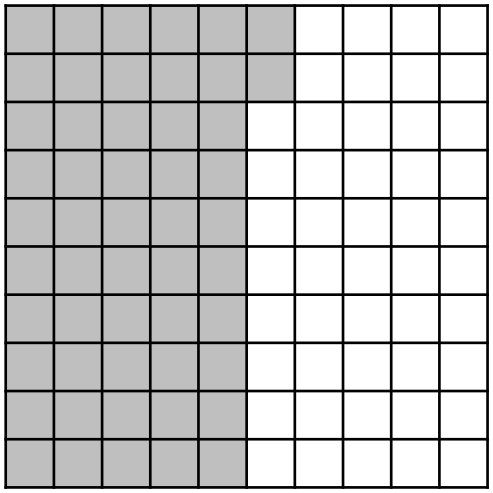
4.2.G - decimals and fractions – STEAL!

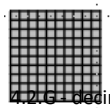
16

$$\frac{52}{100}$$

4.2.G - decimals and fractions – STEAL!

39





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4.2.G - decimals and fractions – STEAL!

14

7.20

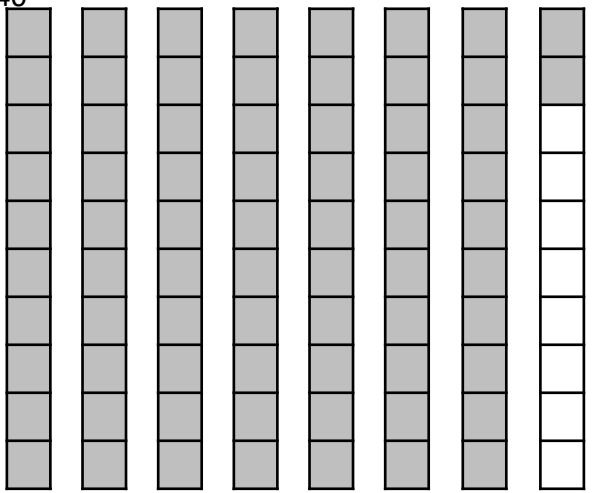
4.2.G - decimals and fractions – STEAL!

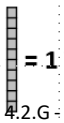
15

$$7\frac{2}{10}$$

4.2.G - decimals and fractions – STEAL!

40





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4.2.G - decimals and fractions – STEAL!

STEAL!

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STEAL!

STEAL!