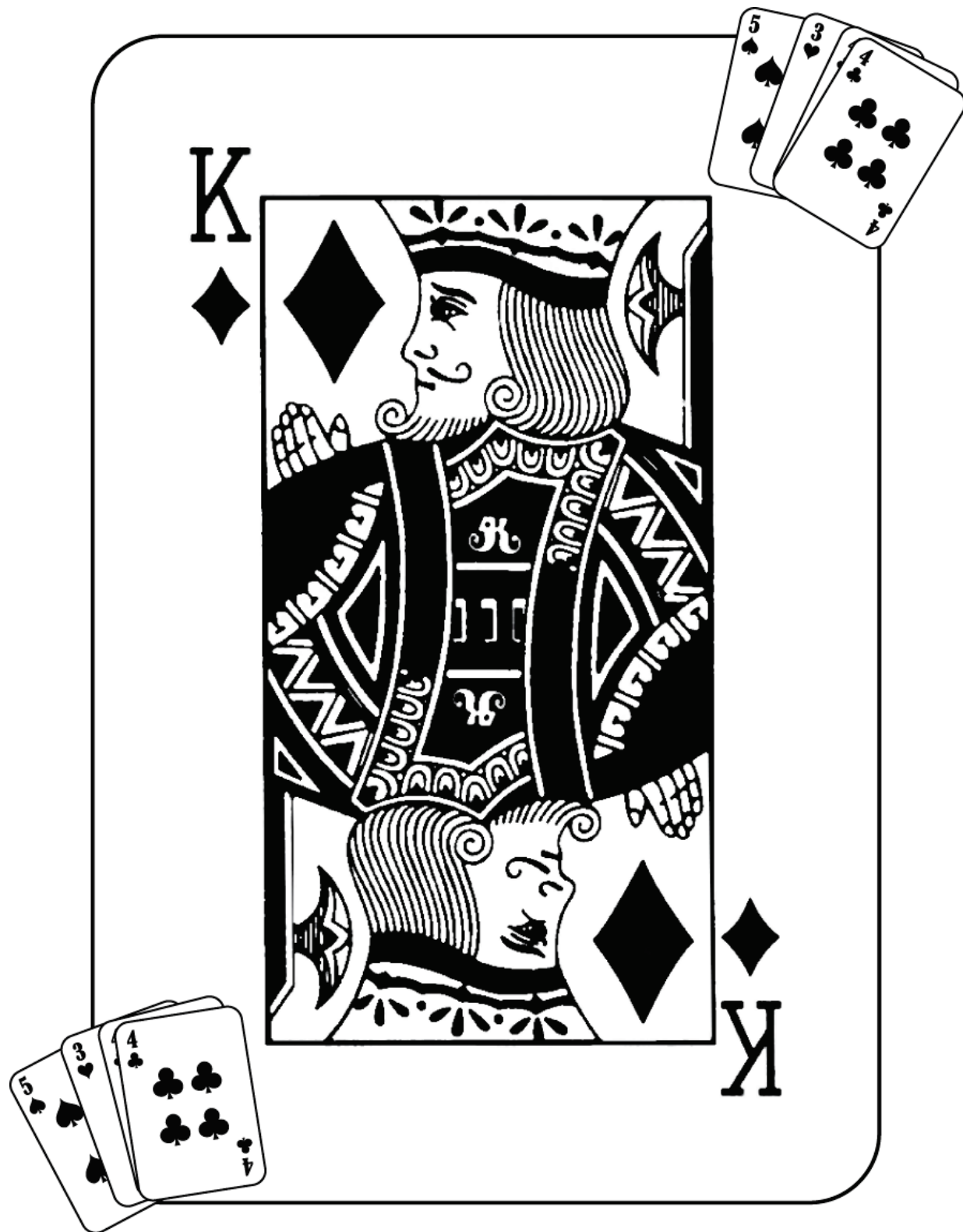


FAMILY MATH FUN

Handouts and Directions



How to Play Decimal Pile-Up

Note to Families: This is one of several number games we play in class. Use this sheet to review the directions with your child. When you play the game together at home, be sure to give your child time to think about the numbers on the cards. Please keep both the game directions and the number cards in a safe place at home for continued use.

Materials: Deck of Cards (*Take out all 10s, face cards, and jokers. Aces will be worth 0 or 1 in this game.*)

Players: 2-3

Object: To play all of your cards and have none left.

How to Play

1. Shuffle cards and deal 12 cards to each player. Place the remaining cards number-side down on the table between the players.
2. The player to the left of the dealer begins. This player selects two of their cards, places them number-side up on the table, and determines a decimal that can be made using both cards. *Example: If player 1 chooses to use a 5 and a 3, the decimal could be 53 hundredths (.53) or 35 hundredths (.35).*
3. The next player selects and plays 2 cards making a decimal greater than the decimal just played by the previous player. If this player is not able to create a greater decimal, that player must draw 2 cards from the deck. These cards are added to the player's hand. If the player is now able to make a greater decimal, those 2 cards are played.
4. If after drawing 2 cards and that player still cannot create a greater decimal, the player has to pass. A new round with any 2 cards can then be started.
5. The winner is the first player to run out of cards or the player with the fewest cards when there are no more cards to draw.

Cómo Jugar: Decimal Pile-Up (Aumentar la Pila de Decimales)

1. *Baraje las cartas y reparta 12 cartas a cada jugador. Ponga el resto de las cartas sobre la mesa entre los jugadores.*
2. *El jugador a la izquierda del 'tallador' comienza. Este jugador selecciona dos de sus cartas, las pone bocarriba y determina un decimal que puede hacer usando las dos cartas. Ejemplo: Si el jugador 1 escoge usar un 5 y un 3, el decimal pudiera ser (.53) o (.35).*
3. *El próximo jugador selecciona y juega 2 cartas, tratando de hacer un decimal más grande que el que ha hecho el jugador anterior. Si este jugador no puede crear un decimal más grande, deberá sacar 2 cartas de la baraja. Estas cartas se agregan a las*

que el jugador ya tiene en la mano. Si el jugador ahora puede hacer un decimal más grande, entonces esas 2 cartas se consideran jugadas.

- 4. Si después de sacar esas 2 cartas el jugador no puede hacer un decimal más grande, entonces este jugador 'pasa' y se comienza una nueva ronda con cualquier otras 2 cartas.*
- 5. El ganador es el primer jugador en quedarse sin cartas o el jugador con menos cartas cuando ya no haya más cartas de la baraja para sacar.*

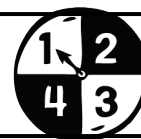
Variations:

Try some of these different ways to play the game.

- Switch the rules of the game by having players make a decimal less than the last decimal played.
- Practice with decimals to the thousandths place by using 3 cards to make a decimal.
- Practice making one whole by playing 2 cards until all decimals played equal 1.

Name _____ Date _____ Time _____

Name That Number Record Sheet



Round 1

Target Number: _____ My Cards: _____

My best solution (number sentence): _____

Number of cards used: _____

Round 2

Target Number: _____ My Cards: _____

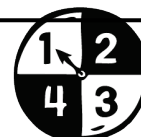
My best solution (number sentence): _____

Number of cards used: _____



Name _____ Date _____ Time _____

Name That Number Record Sheet



Round 1

Target Number: _____ My Cards: _____

My best solution (number sentence): _____

Number of cards used: _____

Round 2

Target Number: _____ My Cards: _____

My best solution (number sentence): _____

Number of cards used: _____