



GOAL: Meet your match! The player who collects the most pairs of equivalent forms (fractions, decimals, and percents) wins.

MATERIALS: For each group of 3 players, 20 index cards (or scissors and construction paper to create cards)

HOW TO PLAY: (Players should read through instructions before beginning game.)

1. One player from the group writes each of the following fractions, decimals, and percents on 20 separate cards. (Have struggling students create a set of cards to practice with at home.)

$\frac{1}{4}$ (.25)	$\frac{5}{8}$ (.625)	$\frac{1}{3}$ (33. $\bar{3}$ %)	$\frac{20}{25}$ (80%)	$\frac{9}{10}$ (.9)
$\frac{1}{8}$ (.125)	50% ($\frac{13}{26}$)	80% ($\frac{20}{25}$)	33. $\bar{3}$ % ($\frac{1}{3}$)	.66 ($\frac{2}{3}$)
$\frac{2}{5}$ (40%)	$\frac{2}{3}$ (.66)	.25 ($\frac{1}{4}$)	$\frac{3}{4}$ (75%)	$\frac{13}{26}$ (50%)
75% ($\frac{3}{4}$)	.9 ($\frac{9}{10}$)	.125 ($\frac{1}{8}$)	40% ($\frac{2}{5}$)	.625 ($\frac{5}{8}$)

2. Shuffle the cards and place them all facedown.

3. The first player turns 2 cards over and shows the group. If the 2 numbers on the cards are equivalent, then they are a “match” and the player keeps both cards and takes another turn.

(Note: Players may need to reduce fractions.) If they do not match, she turns the cards facedown again in the same spot and the next player takes a turn. Play continues until all 10 matches have been made.

4. The player with the most matches wins.

	$\frac{9}{10}$			
			.9	

VARIATION:

After your group has played the game twice, play using these alternate pairs (or come up with new matches of your own).

.10 ($\frac{4}{40}$)	.7 ($\frac{7}{10}$)	$\frac{3}{9}$ (.33)	$\frac{1}{5}$ (20%)	$\frac{7}{10}$ (.7)
25% ($\frac{3}{12}$)	.5 ($\frac{14}{28}$)	.4 ($\frac{8}{20}$)	12.5% ($\frac{3}{24}$)	$\frac{10}{16}$ (62.5%)
$\frac{8}{20}$ (.4)	$\frac{4}{6}$ (66. $\bar{6}$ %)	$\frac{3}{24}$ (12.5%)	$\frac{4}{40}$ (.10)	$\frac{14}{28}$ (.5)
.33 ($\frac{3}{9}$)	66.6% ($\frac{4}{6}$)	20% ($\frac{1}{5}$)	$\frac{3}{12}$ (25%)	62.5% ($\frac{10}{16}$)