

# TIER 3 - GAME DIRECTIONS

## Fraction Decimal Percent WAR

Materials: Fraction, Decimal, Percent Cards

Players 2-4

Directions:

1. Shuffle the cards. Deal ALL of the cards out face down.
2. Each player turns over ONE card. Compare the fraction/decimal/percents flipped over.
3. The player with the highest fraction/decimal/percent wins.
4. In case of a tie, each tied player turns over ONE more card each, compares the values of each, and determines who has the higher fraction/decimal/percent.
5. The game ends when not enough cards are left for each player to have another turn.
6. The player with the most cards wins.

## Fraction Decimal Percent MATCH

Materials: Fraction, Decimal, Percent Cards

Players: 1-2

Directions:

1. Shuffle the cards. SET A TIMER FOR 5 MINUTES.
2. Flip the cards over and try to match all the Fractions/Decimals/Percents that are equal conversions to each other. Each pile should have 3 in it.
3. If you can match them all up correctly before the timer goes off, YOU WIN.

## Measurement Conversions CONCENTRATION

Materials: Measurement Conversion Cards

Players: 2-4

Directions:

1. Shuffle the cards. Place all the cards face down and spread out.
2. Each person gets a turn to flip over TWO cards. If the cards are equal then you keep the pair.
3. You keep playing until all of the cards are matched up.
4. The person with the most pairs of cards at the end is the winner.