

## Decimal Top-It

- Materials**
- number cards 0–9 (4 of each)
  - 1 *Decimal Top-It Mat* (*Math Masters*, p. G30)
  - 1 *Top-It Record Sheet* for each player (*Math Masters*, p. G2)
- Players** 2
- Skill** Understanding place value for decimals
- Object of the Game** To make the larger 2-digit decimal number.

### Directions

- 1 Shuffle the cards and place the deck number-side down on the table.
- 2 Each player uses one row of boxes on the *Decimal Top-It Mat*.
- 3 In each round, players take turns turning over the top card from the deck and placing it on any one of their empty boxes, until each player has taken 2 turns and placed 2 cards on his or her row of the game mat.
- 4 At the end of each round, players read their numbers aloud and compare them. Each player records the comparison on his or her *Top-It Record Sheet*. The player with the larger number takes all of the cards.
- 5 The game ends when there are not enough cards left for each player to have another turn. The player with more cards wins.

### Example

Kent and Kari played *Decimal Top-It*. Here is the result.

Kari's number is larger than Kent's number. Kari takes all of the cards for this round.

They both record  $0.35 < 0.64$  on their record sheets.

<i>Decimal Top-It Mat</i>			
	Ones	Tenths	Hundredths
<b>Kent</b>	0.	3 ε	5 5
<b>Kari</b>	0.	6 9	4 4

### Variation

To play with 3–5 players, use 1 *Decimal Top-It Mat* (*Math Masters*, page G30) for every 2 players. Each player uses one row on a game mat. Players take turns until every player has placed 2 cards on his or her row, then all players read their numbers aloud and compare their numbers. The player with the largest number takes all of the cards. Players do not need to record their comparisons.

# Top-It Record Sheet



NAME	DATE	TIME
------	------	------

Round	Player 1	>, <, =	Player 2
Sample	$4 + 6 = 10$	<	$8 + 3 = 11$
1			
2			
3			
4			
5			



# Top-It Record Sheet



NAME	DATE	TIME
------	------	------

Round	Player 1	>, <, =	Player 2
Sample	$4 + 6 = 10$	<	$8 + 3 = 11$
1			
2			
3			
4			
5			

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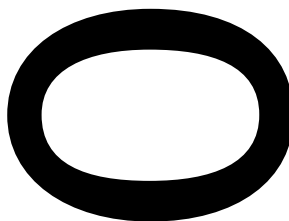
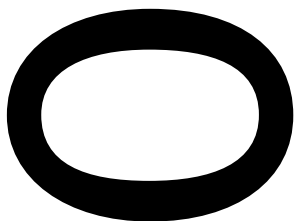
# Decimal Top-It Mat



NAME

DATE

TIME



Ones

Tenths

Hundredths