Teaching Resources
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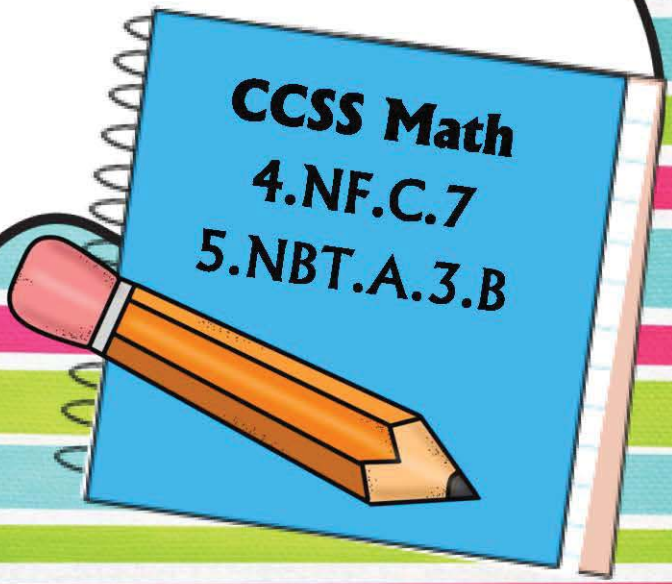
CCA
Common Core Aligned

Review Game

Capture the Decimals

Comparing and Ordering Decimals

Created by
Laura Candler



A Note About the Preview Version

Due to the large file size of the Capture the Decimals Mini Pack, about half the pages were omitted. What you see in this preview is a representative sample of what's in this item.

~ Laura Candler

Preview Version

Capture the Decimals

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Preview Version

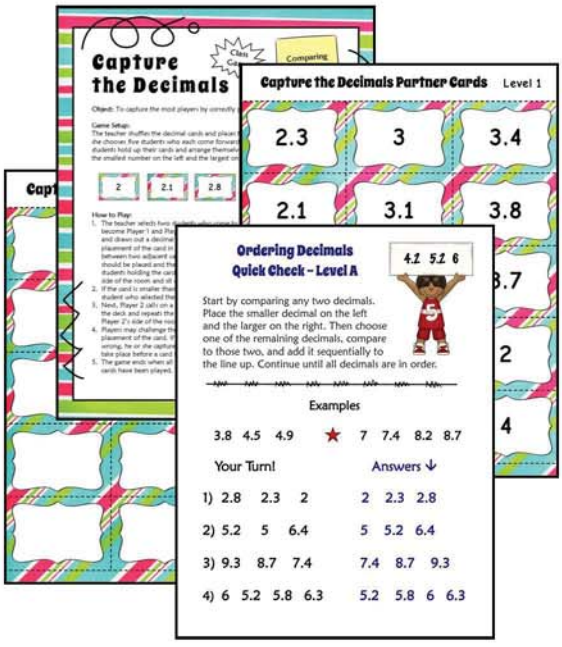
Capture the Decimals is a math review game for comparing and ordering decimals. There are two variations of the game, a whole class version and a partner version, and there are three levels of game cards available. Students take turns placing decimal cards in sequential order. If either player is able to place one of his or her cards between two other cards, he or she may capture and take all three cards. This game works well in cooperative learning teams and math centers. You'll also find two quick review activities to do with the class if they need a little practice first.

Common Core Math Content Standards

- 4.NF.C.7 Compare two decimals to hundredths by reasoning about their size. Recognize that comparisons are valid only when the two decimals refer to the same whole. Record the results of comparisons with the symbols >, =, or <, and justify the conclusions, e.g., by using a visual model.
- 5.NBT.A.3.B Compare two decimals to thousandths based on meanings of the digits in each place, using >, =, and < symbols to record the results of comparisons.

What's In *Capture the Decimals?*

- Lesson Suggestions
- Comparing Decimals Quick Check and Answers
- Ordering Decimals Quick Check and Answers
- Capture the Decimals Whole Class Directions
- Capture the Decimals Partner Directions
- 15 Partner Game Decimal Cards per level
- Blank Game Cards



Located in Zip File

- Whole Class Large Decimal Cards (Levels A, B, and C - 28 cards per set in separate files)
- Blank Game Cards

Decimal Card Levels

- Level A - whole numbers and tenths
- Level B - whole numbers, tenths, and hundredths
- Level C - whole numbers, tenths, hundredths, and thousandths

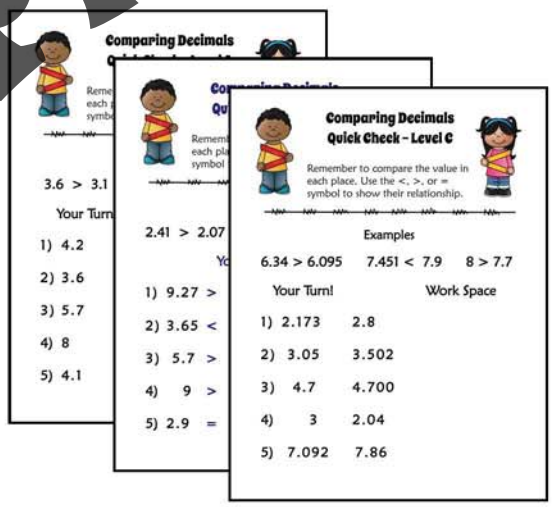
Advanced Preparation

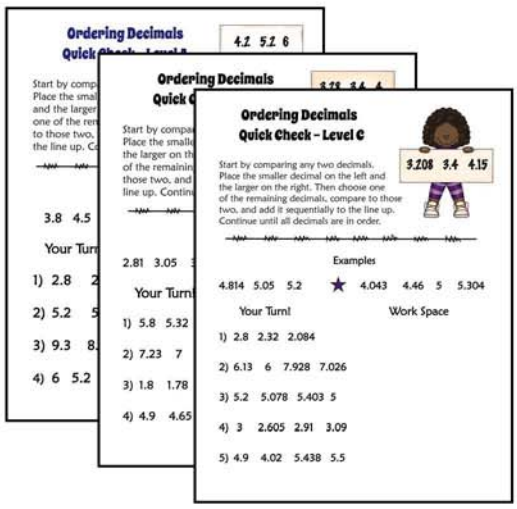
1. Decide which levels are appropriate for your class. Fourth grade may only need Levels A and B, whereas 5th graders should need all 3 levels.
2. Print one set of the large decimal cards for the class, printing them on card stock if possible. (Remember that the large cards are located in separate files within the Capture the Decimals folder.) Laminate the cards, cut them apart and shuffle them before the game begins.
3. Print one set of the small decimal cards for every two students, again printing them on card stock if possible. Laminate them before cutting them apart. The small cards can be kept separate and stored in zippered plastic bags by level or shuffled together for the most challenging game.

Suggested Lesson Sequence:

For each lesson suggestion below, choose the level or levels (A, B, and/or C) that are right for your class.

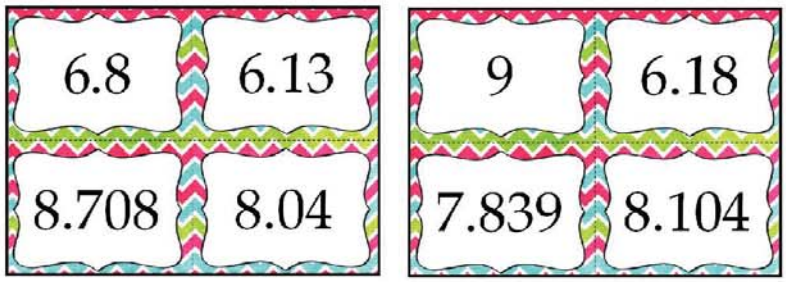
1. **Review Comparing and Ordering Decimals**
   Display one or more of the Quick Check teacher pages using a document camera or on an interactive whiteboard. To keep the entire class involved, ask each student to follow along using an individual dry erase board. Work through the problems, one at a time, checking for understanding. Answer keys can be found after each Quick Check.





Preview Version

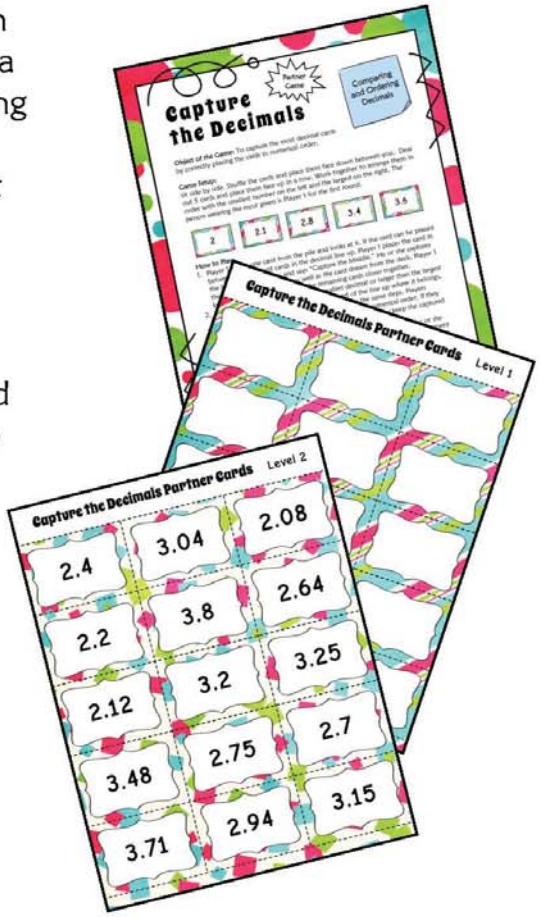
2. **Introduce Capture the Decimals Whole Class Game**
Start with the Whole Class Game. After your students understand this version, they will find the partner version easy to learn. Post the directions (page 17) and review them with the class. You'll need one deck of the large decimal cards (28 cards - 4 cards to a page). As students are selected, give them one card to hold up during the game.



Teaching Tip: If you find the cards to be too small for students at the back of the room to read, give the cards out in advance and have students transfer their decimals to individual white boards. Students should place their white boards face down on their desks until they are called on to participate.

3. **Introduce the Capture the Decimals Partner Game**
Divide your class into pairs of students. If you have an extra student, allow two students to play together as a team and allow them to consult with each other during the game. You can also differentiate the game by pairing students of similar abilities and giving different sets of cards (Level A, B, or C) to each pair. For the most challenging level, students may shuffle all three sets of cards together.

Display the Partner Game directions that can be found on page 18 and point out the differences between the whole class directions and the partner game. After students play several rounds of the game with one set of cards, give them a blank set of cards and allow them to create their own decimal cards.



Preview Version

Comparing Decimals
Quick Check – Level A

Remember to compare the value in each place. Use the <, >, or = symbol to show their relationship.

Examples

3.6 > 3.1 5.2 < 5.8 4 > 3.7

Your Turn!

1) 4.2 4.8

2) 3.6 3

3) 5.7 5.2

4) 8 7.5

5) 4.1 2.9

Work Space

Preview Version

Comparing Decimals
Quick Check – Level B

Remember to compare the value in each place. Use the <, >, or = symbol to show their relationship.

Examples

2.41 > 2.07 5.12 < 5.8 7 > 6.7

Your Turn!

1) 9.27 9.08

2) 3.65 3.8

3) 5.7 5.26

4) 9 8.59

5) 2.9 2.90

Work Space

Preview Version

Comparing Decimals
Quick Check – Level C

Remember to compare the value in each place. Use the <, >, or = symbol to show their relationship.

Examples

6.34 > 6.095 7.451 < 7.9 8 > 7.7

Your Turn!

Work Space

1) 2.173 ____ 2.8

2) 3.05 ____ 3.502

3) 4.7 ____ 4.700

4) 3 ____ 2.04

5) 7.092 ____ 7.86

Preview Version

Ordering Decimals
Quick Check – Level C

Start by comparing any two decimals. Place the smaller decimal on the left and the larger on the right. Then choose one of the remaining decimals, compare to those two, and add it sequentially to the line up. Continue until all decimals are in order.

Examples

4.814 5.05 5.2 ★ 4.043 4.46 5 5.304

Your Turn!

Work Space

1) 2.8 2.32 2.084

2) 6.13 6 7.928 7.026

3) 5.2 5.078 5.403 5

4) 3 2.605 2.91 3.09

5) 4.9 4.02 5.438 5.5

Preview Version

Capture the Decimals

Class Game

Comparing and Ordering Decimals

Object: To capture the most players by correctly placing decimal cards.

Game Setup:
The teacher shuffles the decimal cards and places them face down in a pile. He or she chooses five students who each come forward and draw out a card. The five students hold up their cards and arrange themselves in a row facing the class with the smallest number on the left and the largest on the right.

How to Play:

1. The teacher selects two students who come to the front of the room and become Player 1 and Player 2. Player 1 calls on a classmate who comes forward and draws out a decimal card. Player 1 and the selected student discuss the placement of the card in the line up. If the card can be placed sequentially between two adjacent cards, the student shows the class where the decimal should be placed and then says "Captured!" and "captures" the two students holding the cards on either side. All three students move to Player 1's side of the room and sit down.
2. If the card is smaller than the smallest decimal or larger than the largest one, the student who selected the card takes it to the end and stands where it belongs.
3. Next, Player 2 calls on a classmate who comes to the front, draws a card from the deck and repeats the same steps. If players are captured, they move to Player 2's side of the room where they stay until the end of the game.
4. Players may challenge the play or may ask the other player to explain the placement of the card. If the challenger can prove that the placement was wrong, he or she captures the other player's card. However, all challenges must take place before a card is drawn for the next play.
5. The game ends when all students have been removed from the line up OR all cards have been played. The player with the most captured students wins!

Preview Version

Capture the Decimals

Partner Game

Comparing and Ordering Decimals

Object of the Game: To capture the most decimal cards by correctly placing the cards in numerical order.

Game Setup:
Sit side by side. Shuffle the cards and place them face down between you. Deal out 5 cards and place them face up in a row. Work together to arrange them in order with the smallest number on the left and the largest on the right. The person wearing the most green is Player 1 for the first round.

How to Play:

1. Player 1 draws one card from the pile and looks at it. If the card can be placed between two adjacent cards in the decimal line up, Player 1 places the card in the line up where it goes and says "Captured!" He or she collects the two cards on either side as well as the card drawn from the deck. Player 1 keeps all three cards and moves the remaining cards closer together.
2. If the card drawn is smaller than the smallest decimal or larger than the largest decimal, Player 1 places the card at either end of the line up where it belongs.
3. Player 2 draws a card from the deck and repeats the same steps. Players continue to take turns drawing and placing cards in numerical order. If they are able to capture cards in the middle of the line up, they keep the captured cards until the end of the game.
4. If a player does not believe that a card has been placed properly, he or she may challenge the play or may ask the other player to explain the placement of the card. If the challenger can prove that the placement was wrong, he or she captures the other player's card. However, all challenges must take place before a card is drawn for the next play.
5. The game ends when all cards have been removed from the line up OR all cards have been played. The player with the most cards wins that round.
6. Shuffle the cards and play again. The person who lost becomes Player 1 in the next round.

Preview Version

Capture the Decimals Partner Cards Level 1

2.3	3	3.4
2.1	3.1	3.8
3.3	2.8	3.7
2.6	2.9	2
3.5	3.6	4

Preview Version

Capture the Decimals Partner Cards Level 2

2.4	3.04	2.08
2.2	3.8	2.64
2.12	3.2	3.25
3.48	2.75	2.7
3.71	2.94	3.15

Preview Version

Capture the Decimals Partner Cards Level 3

2.4	2.04	2.137
2.708	2.18	2.839
2.104	2.7	2.07
2.2	2.071	3.624
3.029	3.302	3.2

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6.08

6.1

8.78

8.14

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9

6.18

7.02

8.29

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6.3

7.07

8.25

6.05

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Acknowledgements

I want to thank my Facebook friends who offered suggestions, tried out the activities with their students, or proofread this Mini Pack. They and their students gave me great feedback to help make the game even better! Special thanks to Lori Tanner, Sheldon Jordan, Ellen Einstein, Anissa Simmons, Kristen Santiago, Mary DeFrates, Denise Vaughan, Jenneth Scharlach, Jessica Gois, Jamie Rickman, Sarah Anderson, Madeline Phillips, Cecile Henderson, Sara Drazkowski, and Ann Bullard.

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