

Decimal War

Students play a version of the classic card game “War,” using decimal cards instead of regular playing cards. In each round, the person with the largest decimal number captures the other card or cards.

Steps . . .

Cooperative Structure

Play-N-Switch

Materials

- **Decimal War Cards** (1 set per pair)
- Scissors for each student

Getting Ready

Duplicate the **Decimal War Cards** (pages 77-79) on card stock or construction paper if possible. You'll need all three pages to make each deck, and you'll need one deck for each pair of students.

Ask if students have ever played the card game “War.” If so, have someone explain the basic rules (see steps below). Tell them that **Decimal War** is played the same way except that **Decimal War Cards** are used and the winner of each round is the person with the largest decimal. Make sure students have had practice comparing decimals before playing the game.

1 Give each pair the three pages of **Decimal War Cards**. Have them cut out all cards and place the cards face down between them.

2 One person shuffles the deck and deals both players an equal number of cards.

3 Players hold cards face down in the palm of one hand.

4 Players remove the top card from their deck and place it face up on the table in front of them.

5 The player whose card has the higher value keeps both cards. The winner of that round must explain why his or her card is larger.

6 If both cards have the same value, “war” is declared. Both players place three cards face down

on the table as they say, “I declare war!” They turn the fourth card face up and compare numbers. The player whose card has the higher value keeps all the cards for that round.

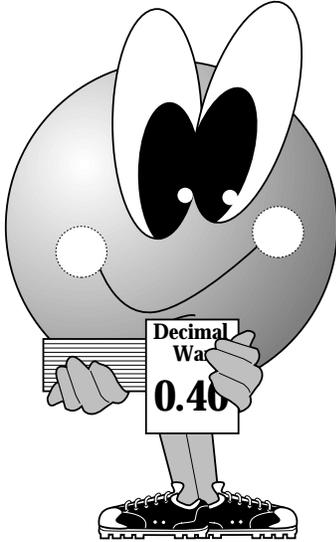
7 Play continues until one person wins all the cards or until the time is up. If time is called, the winner is the player with the most cards.

8 Players discuss strategies and switch partners.

Hints...

- **Heterogeneous Pairing** - Don't pair two students who are having difficulty with comparing decimals. Instead, pair students who have mastered the skill with those who haven't. Encourage the stronger students to help their partners, even if it means losing a card to their opponent.

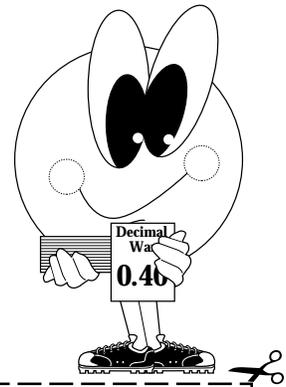
Decimal War

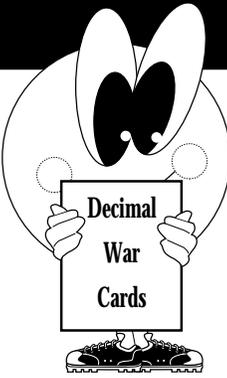


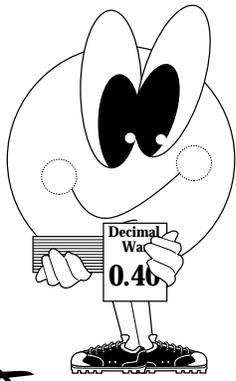
- **Create a Learning Center** - This activity makes an excellent learning center. You can use it as a part of a Rotation Learning Center review or set it up as a Learning Choice Center. Refer to pages 14-15 for more information about centers.

- **Monitor Carefully** - Make sure the winners for each round explain why they know their decimal is the larger of the two. Also, watch for stronger students who might take advantage of a weaker student's lack of skills.

Decimal War Cards



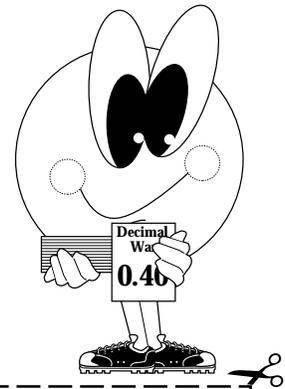
	Decimal War 0.40	Decimal War 0.14
Decimal War 0.104	Decimal War 0.401	Decimal War 1.41
Decimal War 0.41	Decimal War 0.410	Decimal War 0.396



Decimal War Cards

Decimal War 0.6	Decimal War 0.60	Decimal War 0.36
Decimal War 0.63	Decimal War 0.063	Decimal War 1.063
Decimal War 0.603	Decimal War 0.006	Decimal War 0.630

Decimal War Cards



Decimal War 0.9	Decimal War 0.96	Decimal War 0.096
Decimal War 0.690	Decimal War 1.9	Decimal War 1.3
Decimal War 1.366	Decimal War 1.936	Decimal War 0.4