Memory Match Game Packet Fractions, Decimals,



and Percents

This is a spin off the old memory matching game. Instead of the cute little pictures that we are so used to matching, this game matches a decimal with a fraction, a decimal with a percent, or a percent with a fraction depending on which set of cards you use. There aren't a large number of cards in each set, because the activity is not meant to take up an entire class period. This way you can introduce the lesson and allow them to play the game as practice. You can use the game as a quick review, or you can use the game as a time filler on those weird days that some school function is going to take part of your class period.

Students place the cards face down and shuffle them around on the table. They line the cards up in four rows of four, face down. The first person flips over two cards. If the two cards have the same value, then the player picks the two cards up and puts them in their pile. If the two cards are not matches, their turn is over. The next player goes and flips over two cards, and repeats the process. The winner is determined after all matches have been found. The person with the most matches wins the game.

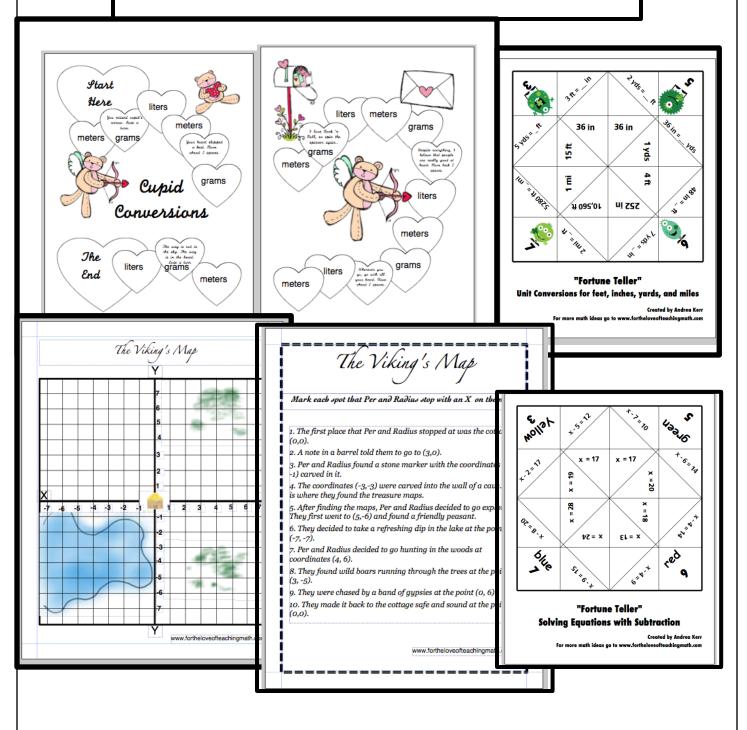
0.75	75%	30%	0.3
1.89	189%	0.04	4%
0.001	0.1%	0.8	80%
6.5	650%	0.09	9%

0.75	3 4	<u>3</u> 10	0.3
1.89	1 89 100	0.04	<u>1</u> 25
0.001	1000	0.8	<u>4</u> 5
6.5	6 1/2	0.09	<u>9</u> 100

3 4	75%	30%	<u>3</u> 10
1 89 100	189%	<u>1</u> 25	4%
1000	0.1%	4 5	80%
6 1/2	650%	9 100	9%

For the Love of Teaching Math

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