

First to the Draw (Tenths)

This activity is based on the game “First to the Draw” in Figure it Out Number Book 2, Level 3-4 page 10 but questions are in whole numbers and tenths only.

You need

- ❖ A set of digit cards (0-9 and an extra 0) for each player
- ❖ A set of the “First to the Draw in Tenths” cards
- ❖ A counter for each player
- ❖ 3 students – one student to be the “checker” while the other two play the game.

Game

The aim of this game is to be the first to make a particular decimal number using digit cards and a counter for the decimal point.

Place the “First to the Draw in Tenths” cards face down on the table.

The Checker reads out the words on the card and the players make the number with their digit cards and counter.

The first to get the number receives the “First to the Draw Tenths” card.

Play continues until all the “First to the Draw Tenths ” cards are used.

The player with the most cards is the winner.

Variation

In a second game the winner could be declared as the player whose “First to the Draw Tenths” cards make the greatest total and so students may use a strategy as to which decimal numbers they want to make and add to their total.

3 ones and 4 tenths 3.4	14 tenths 1.4	20 tenths 2.0	271 tenths 27.1
97 tenths 9.7	6 ones and 8 tenths 6.8	6 tenths and 3 tens 30.6	3 tenths and 76 tens 760.3
2 ones and 61 tenths 8.1	9 ones and 32 tenths 12.2	28 tenths and 3 hundreds 302.8	36 tenths and 9 tens 93.6

65 tenths 6.5	3 ones and 5 tenths 3.5	24 tenths and 24 tens 242.4	48 tenths 4.8
23 ones and 18 tenths 24.8	89 tenths 8.9	34 tenths 3.4	8 tens and 7 tenths 80.7
7 tens, 4 ones and 8 tenths 74.8	81 ones and 81 tenths 89.1	16 tenths and 4 ones 5.6	4 hundreds and 82 tenths 408.2