

# Really Good Tug-of-War— Fractions, Decimals, and Percents

## This Really Good Stuff® product

### includes:

- 64 Really Good Tug-of-War—Fractions, Decimals, and Percents Playing Cards, including 4 wild Cards
- Storage Box
- This Really Good Stuff® Activity Guide, with answer key

All activity guides can be found online:

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Made in Guangzhou, China

Congratulations on your purchase of this Really Good Stuff® Really Good Tug-of-War—Fractions, Decimals, and Percents—an enjoyable and familiar way to reinforce the concepts of reading, saying, and comparing fractions, decimals and percents.

Before introducing Really Good Tug-of-War—Fractions, Decimals, and Percents, make copies of this Really Good Stuff® Activity Guide and file the pages for future use. Or, download another copy of it from our Web site at [www.reallygoodstuff.com](http://www.reallygoodstuff.com). In order for the game to be played independently, make at least one extra copy of the Tug-of-War—Fractions, Decimals, and Percents Answer Key Reproducible, and store the answer key with the Cards so that the players can access it easily.

## Playing Really Good Tug-of-War—Fractions, Decimals, and Percents

**Number of Players:** 2 to 5

**Object:** To be the player who wins all of the Cards in the deck.

### How to Play:

1. Decide who will be the first dealer. For instance, perhaps the first dealer is

the person whose birthday is closest to January 1st. (If you play more than one game, the deal then moves counterclockwise among the players.) The dealer shuffles all the Cards and deals them out evenly among the players. If there are any extra Cards, set them aside.

2. Each player places his or her Cards in a pile facedown in front.
3. Each player turns his or her top Card faceup. The player to the right of the dealer reads the number on his or her Card. Play continues around the circle with each player reading the number aloud.
4. The player with the Card showing the largest number wins all the Cards from that round. If during the round, two or more players turn over Cards with equivalent numbers, those players play a Tug-of-War round (**Note:** The wild Cards are considered a match with any Card that is displayed. When a wild Card appears, players automatically hold a Tug-of-War):
  - Each Tug-of-War player places three more Cards facedown on top of his or her first Card, then he or she places another Card faceup on the other Cards in play.
  - The Tug-of-War players each read the number on their top Card. The player with the largest number wins all of the Cards that have been played.
  - If any players during the Tug-of-War round have Cards with equivalent numbers again, they play another Tug-of-War round until one Tug-of-War player finally wins and takes all of the Cards played.
5. Play continues until one player has won all the Cards in the deck. (**Note:** As each player runs out of Cards, he or she shuffles the Cards he or she won and continues to play with them.)

### Variations:

- Play Really Good Tug-of-War—Fractions, Decimals, and Percents as outlined, but have the player with smallest number win the round.
- If time is limited, create a shorter version of the game by removing a few “books,” or Cards representing the same numbers, from the deck. But do not remove the wild Cards as these will help speed the game along by creating more matches.

### Introducing Really Good Tug-of-War—Fractions, Decimals, and Percents

Decide which “books” you want to use to demonstrate Really Good Tug-of-War—Fractions, Decimals, and Percents, and choose a couple of students to play with you for the class. While you shuffle the Cards, explain the object of the game and how to play to the volunteers. With the rest of the class gathered around, model playing the game.

<b>Fraction</b>	<b>Decimal</b>	<b>Percent</b>
$\frac{1}{100}$	0.01	1%
$\frac{1}{20}$	0.05	5%
$\frac{1}{10}$	0.1	10%
$\frac{1}{9}$	0.111...	11.111...%
$\frac{1}{8}$	0.125	12.5%
$\frac{2}{10}, \frac{1}{5}$	0.2	20%
$\frac{2}{9}$	0.222...	22.222...%
$\frac{1}{4}$	0.25	25%
$\frac{3}{10}$	0.3	30%
$\frac{1}{3}$	0.333...	33.333...%
$\frac{2}{5}$	0.4	40%
$\frac{1}{2}$	0.5	50%
$\frac{3}{5}$	0.6	60%
$\frac{2}{3}$	0.666...	66.666...%
$\frac{3}{4}$	0.75	75%
$\frac{4}{5}$	0.8	80%
$\frac{7}{10}$	0.7	70%
$\frac{9}{10}$	0.9	90%
1	1.0	100%