

Game A

1.234

1.412

2.421

2.44

2.99

Play in a group of 4 to 6.

You need the decimal cards cut from Resource sheet 2.

Shuffle the cards and deal them out. Put any cards left over to one side.

One player chooses a card and puts it face up in front of everyone.

The next player places one of their cards either before or after the first card. The numbers on the cards must be in order, smallest first.

Players take turns to put a card down at one end of the 'train' so that the numbers are still in order.

If you can't put a card down you are out of the game.

The idea is to make a train of number cards in order from smallest to biggest.

The winner is the first to use up all their cards **or** the player with fewest cards when no one can go.

Play several rounds.

Challenge: Can your group order all of the cards?

Game B

2.24

1.04

2.04

2.44

2.4

2.2

Play this game with a partner.

You need the decimal number cards cut from Resource sheet 2.

Shuffle the cards and spread them out face down.

Each player chooses a card. The player with the bigger number takes both cards.

When all the cards have been picked up, the player with the most cards wins.

1.04	2.31	2.09	2.4
1.007	2.034	2.3	2.04
1.234	2.44	2.99	2.005
1.243	2.43	2.099	2.34
1.324	2.12	2.24	2.1
1.342	2.104	2.13	2.2