

Really Good Tug-of-War—Decimals

This Really Good Stuff® product includes:

- 64 Really Good Tug-of-War—Decimals Playing Cards, including 4 Wild Cards
- Storage Box
- This Really Good Stuff® Activity Guide, with Answer Key

All activity guides can be found online:

© 2009 Really Good Stuff® 1-800-366-1920
www.reallygoodstuff.com #156800
Made in Guangzhou, China

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

Before introducing **Really Good Tug-of-War—Decimals**, 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. In order for the game to be played independently, make at least one extra copy of the back of this Activity Guide, which has an Answer Key printed on it, and store the Answer Key with the Cards so that the players can access it easily.

Playing Really Good Tug-of-War—Decimals

Number of Players: 2 to 5 players

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 decimal number on his or her Card. Play continues around the circle with each player reading the decimal number aloud.
4. The player with the largest number wins all the Cards from that round. If during the round, two or more players turn over Cards with the same decimal number, 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 highest decimal number wins all of the Cards that have been laid down.
 - If any players during the Tug-of-War round have Cards with the same decimal number 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 of the Cards in the deck. (**Note:** As each player runs out of Cards, he or she shuffles the Cards he or she has won and continues to play with them.)

Variations:

- Play Tug-of-War as outlined, but have the player with the lowest decimal 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 decimal number, 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—Decimals

Decide which “books” you want to use to demonstrate Tug-of-War 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.

Card numbers in order from smallest to largest:

.11	eleven hundredths
.15	fifteen hundredths
1.01	one and one hundredth
1.05	one and five hundredths
1.1	one and one tenth
1.15	one and fifteen hundredths
1.5	one and five tenths
5.01	five and one hundredth
5.05	five and five hundredths
5.1	five and one tenth
5.11	five and eleven hundredths
5.15	five and fifteen hundredths
11.05	eleven and five hundredths
11.15	eleven and fifteen hundredths
11.5	eleven and five tenths