

Fractions, Decimals, & Percents Match Game

0.1	10%	0.2
$\frac{1}{5}$	0.25	$\frac{1}{4}$
0.3	30%	0.35

35%	0.05	5%
$\frac{9}{20}$	0.45	$\frac{1}{2}$
50%	0.55	55%

This game is played like the memory match card game that many children are familiar with. It is designed to reinforce their understanding of converting fractions, decimals, and percents.

Materials:

Fraction, decimal, and percent cards (pages 2-5)

Set up:

Copy the cards on card stock so students cannot see through the paper.

Cut the cards on the dotted lines.

Laminate the cards, if desired.

How to Play:

Lay all of the cards upside-down on the table and mix them up.

Players will flip pairs of cards. They will try to match the fraction, decimal, or percent card to the card with the equal conversion on it.

example: The " $\frac{1}{2}$ " card matches the "50%" card.

Player 1 flips two cards. If the cards match, he or she gets to keep both cards. If the cards do not match, then the cards are flipped back upside-down.

Then, player 2 gets a turn to try to flip matching cards. Players alternate until all cards have been removed from the game.

When the game is over, the player with the most cards is the winner.

0.1

10%

0.2

$\frac{1}{5}$

0.25

$\frac{1}{4}$

0.3

30%

0.35

35%

0.05

5%

$\frac{9}{20}$

0.45

$\frac{1}{2}$

50%

0.55

55%

$$\frac{3}{4}$$

75%

$$\frac{6}{10}$$

0.6

0.8

80%

$$\frac{65}{100}$$

65%

$$\frac{7}{10}$$

70%

0.85

$\frac{85}{100}$

$\frac{95}{100}$

95%

0.4

$\frac{4}{10}$

0.9

90%