

# Number Top-It (Decimals)

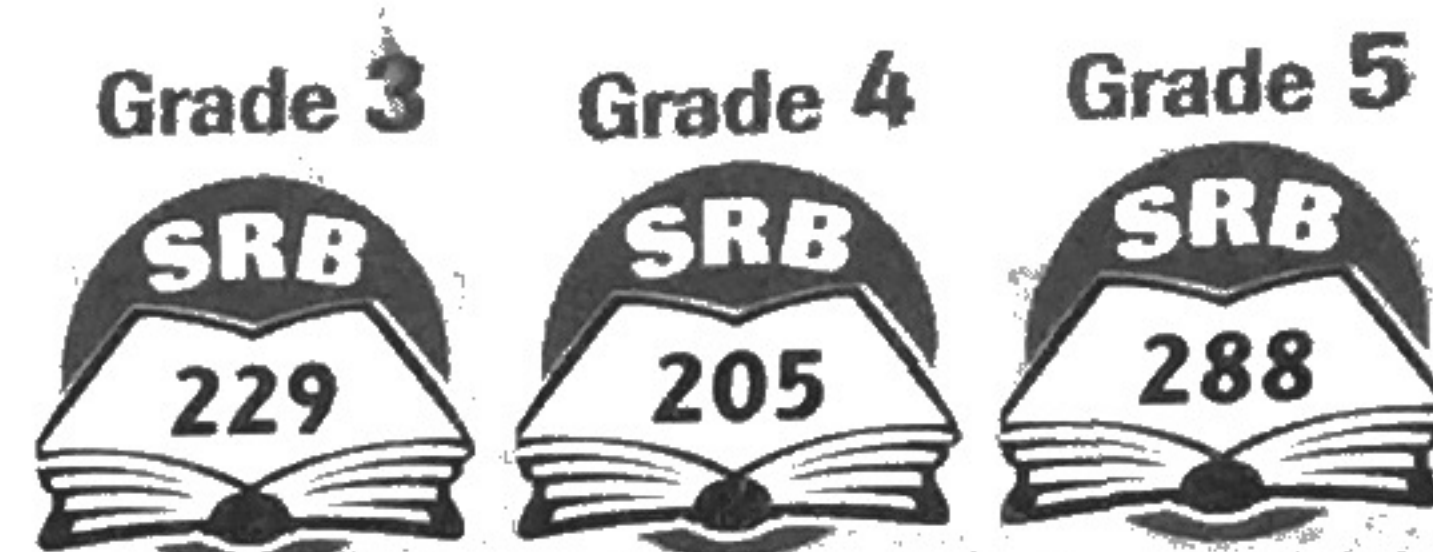
**Strand** Numeration

**Skill** Practice comparing and ordering decimals to 3 places

## Games Kit Materials (per group)

- *Number Top-It* Gameboard (or Game Master 117, 1 copy for every 2 players)
- Everything Math Deck (number cards 0–9, 4 of each)

**Players** 2 or more



**Object of the game** To make the greatest 3-digit decimal number.

## Directions

1. This game is played using the same directions as those for *Number Top-It* (7-Digit Numbers). The only difference is that players use the Place-Value Mat for decimals.
2. In each round, players take turns turning over the top card from the deck and placing it on any one of their empty boxes. Each player takes 3 turns, placing 3 cards on his or her row of the game mat.
3. Players play five rounds for a game. One player shuffles the deck after each round. The player with the least number of points at the end of the 5 rounds wins the game.

**EXAMPLE** Two players finished one round of *Number Top-It* using the Place-Value Mat for decimals. Here is the result.

### Place-Value Mat for Decimals

	Ones	.	Tenths	Hundredths	Thousandths
Player 1	0 0		3 8	5 9	0 0
Player 2	0 0		6 9	4 4	2 2

Player 2's number is larger than Player 1's number.

So Player 2 scores 1 point for this round, and Player 1 scores 2 points.

## Variation

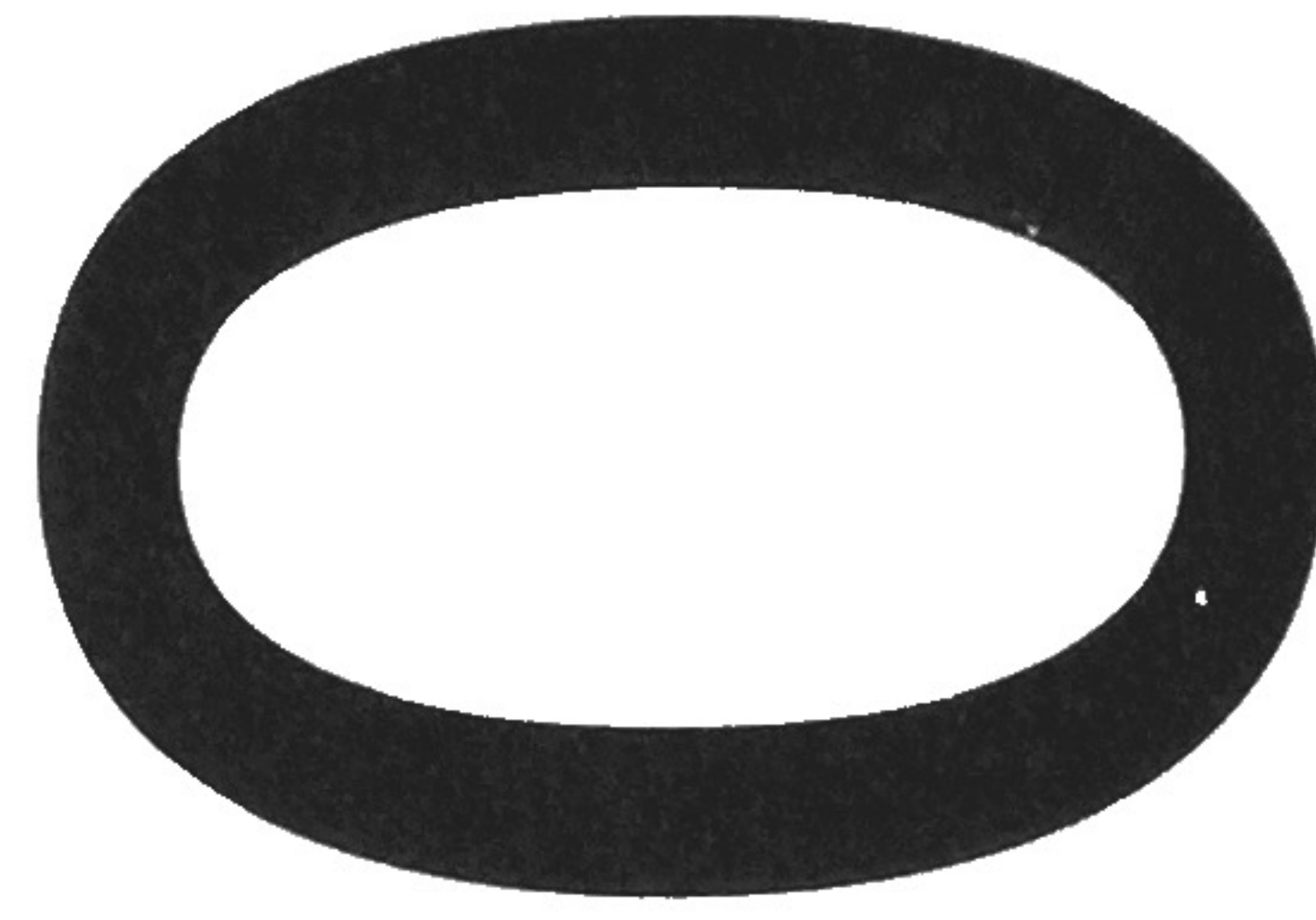
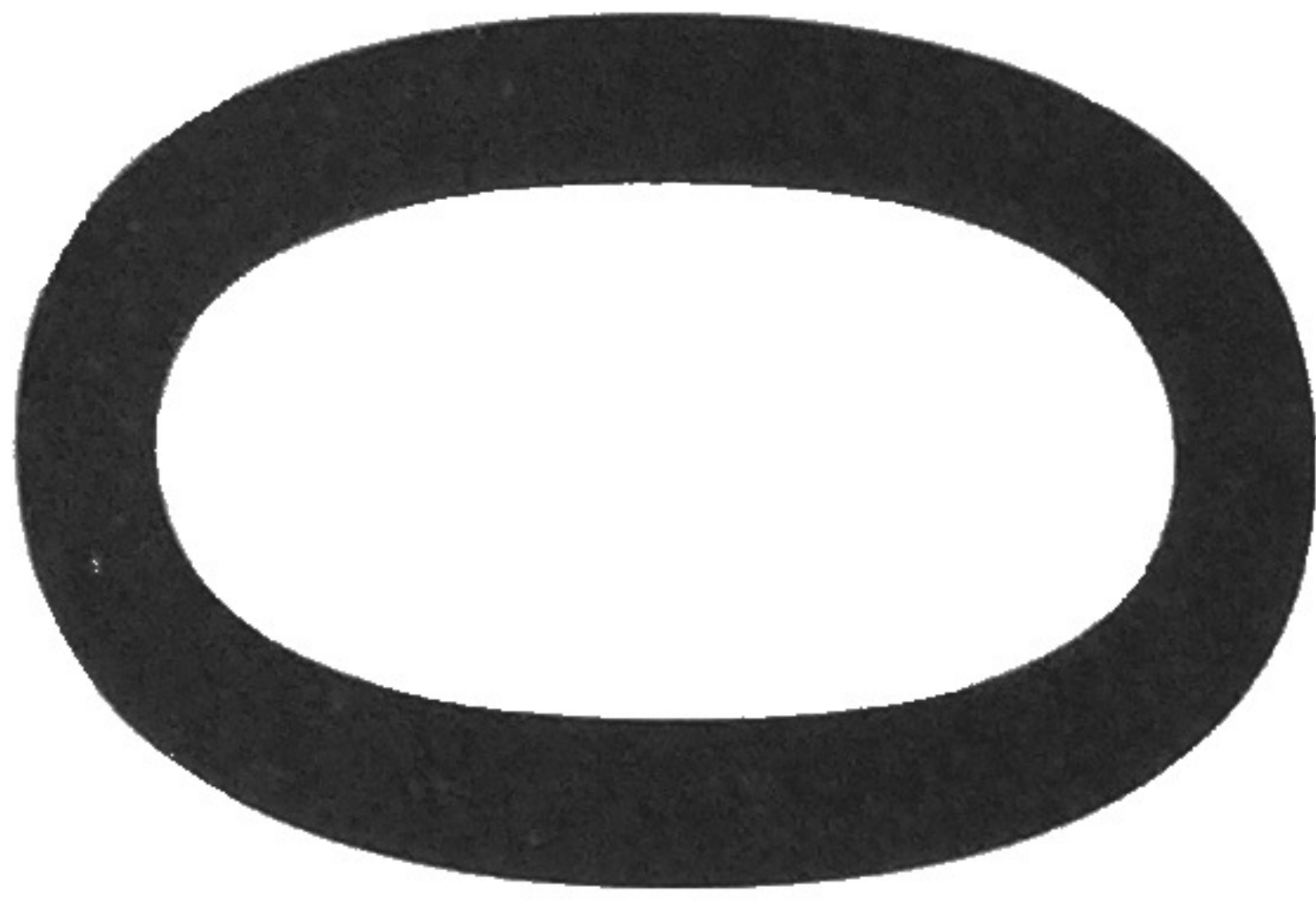
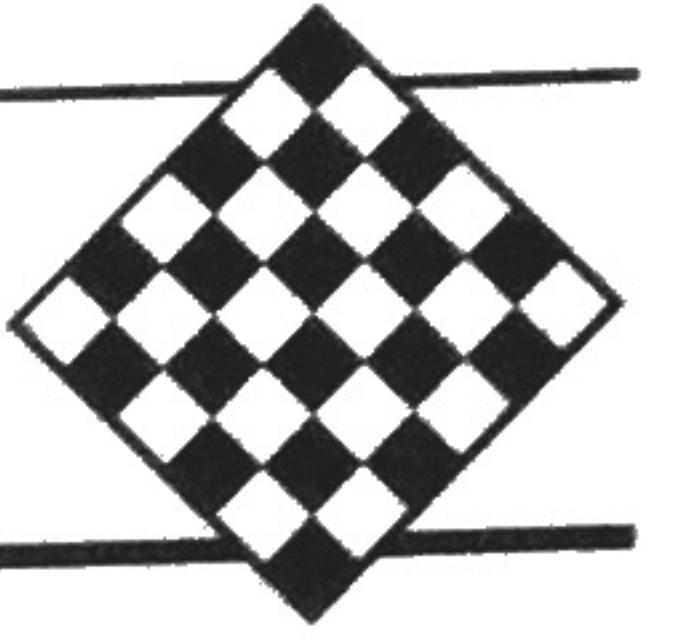
Students can play an easier version of the game by limiting the numbers to 2 decimal places using the mat on the Gameboard (as on Game Master 118). Each player takes 2 turns, placing 2 cards on his or her row of the game mat.

Name \_\_\_\_\_

Date \_\_\_\_\_

Time \_\_\_\_\_

# Number Top-It Mat (3-Place Decimals) Game Master 117



**Ones**

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**Tenths**

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**Hundredths**

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**Thousandths**

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Name \_\_\_\_\_

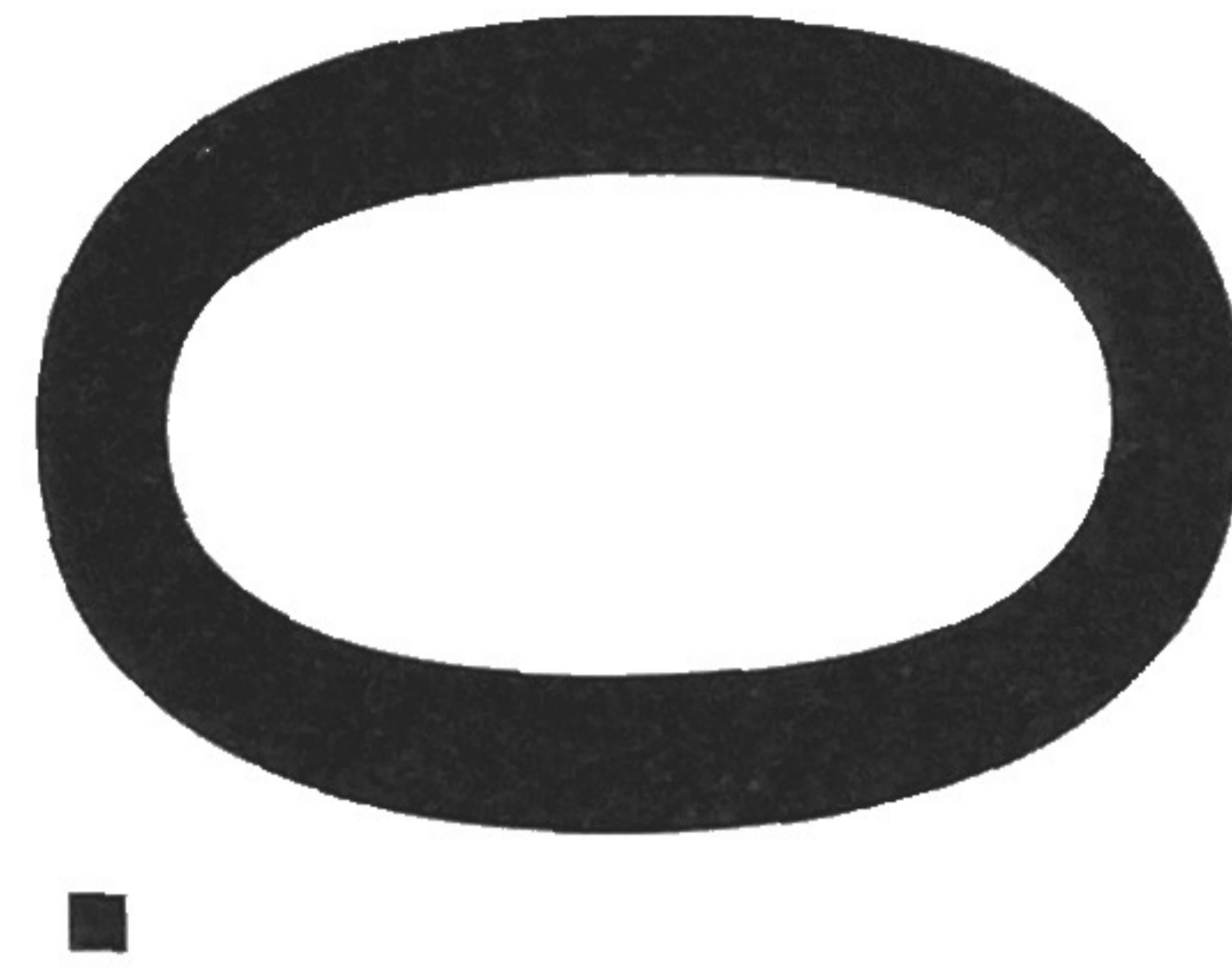
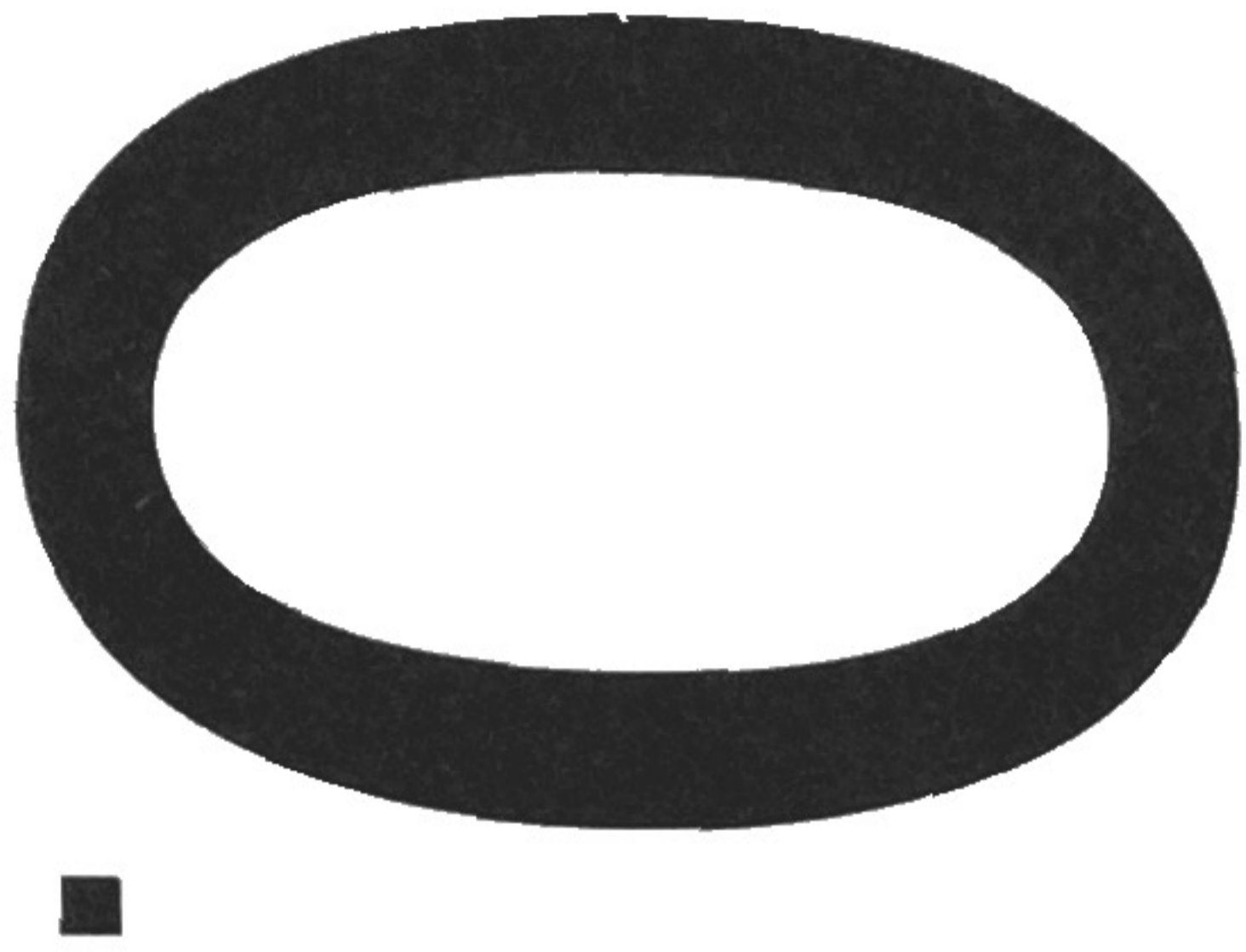
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# Number Top-It Mat (2-Place Decimals)

Game  
Master

# 118



Ones

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Tenths

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Hundredths