

Name

Fractions, decimals and percentages

Two games can be played with the cards.

1. Cut out the cards and spread them out on the table face down. Take it in turns to turn two cards upwards so that your partner can see. If the cards show the equivalent value, e.g. 14% and 0.14, or $1\frac{3}{4}$ and 175%, you keep the pair and have another turn. If they do not have the same value, turn them face down again. Your partner then has a turn. The game continues until all the pairs of the cards have been taken. The winner is the player with the most numbers of pairs.

Hint: Remember the position of each card when it is turned over.

2. Cut out the cards and shuffle them, and place them face downwards in a pile. One player takes the top five cards. Together with your partner, discuss and place them in increasing order of value.

Hint: You may need to think about equivalent values of fractions, decimals and percentages. If two cards have the same value, place one on the bottom of the pile and take another from the top. Repeat with a different five cards.

14%

Y6 FDPRP 4: Activity

0.14

Y6 FDPRP 4: Activity

0.72

Y6 FDPRP 4: Activity

72%

Y6 FDPRP 4: Activity

$\frac{2}{5}$

Y6 FDPRP 4: Activity

0.4

Y6 FDPRP 4: Activity

83%

Y6 FDPRP 4: Activity

0.83

Y6 FDPRP 4: Activity

0.52

Y6 FDPRP 4: Activity

52%

Y6 FDPRP 4: Activity

$$\frac{3}{10}$$

Y6 FDP RP 4: Activity

$$0.3$$

Y6 FDP RP 4: Activity

$$0.63$$

Y6 FDP RP 4: Activity

$$\frac{63}{100}$$

Y6 FDP RP 4: Activity

$$1.41$$

Y6 FDP RP 4: Activity

$$1\frac{41}{100}$$

Y6 FDP RP 4: Activity

$$1\frac{7}{10}$$

Y6 FDP RP 4: Activity

$$1.7$$

Y6 FDP RP 4: Activity

$$1.58$$

Y6 FDP RP 4: Activity

$$158\%$$

Y6 FDP RP 4: Activity

120%

Y6 FDP RP 4: Activity

1.2

Y6 FDP RP 4: Activity

$1\frac{3}{4}$

Y6 FDP RP 4: Activity

175%

Y6 FDP RP 4: Activity

1.92

Y6 FDP RP 4: Activity

192%

Y6 FDP RP 4: Activity

162%

Y6 FDP RP 4: Activity

1.62

Y6 FDP RP 4: Activity

1.27

Y6 FDP RP 4: Activity

$1\frac{27}{100}$

Y6 FDP RP 4: Activity