DOMINOS – CONVERTING BETWEEN FRACTIONS, DECIMALS AND PERCENTAGES

Cut out (and I would suggest laminate) the dominos below.

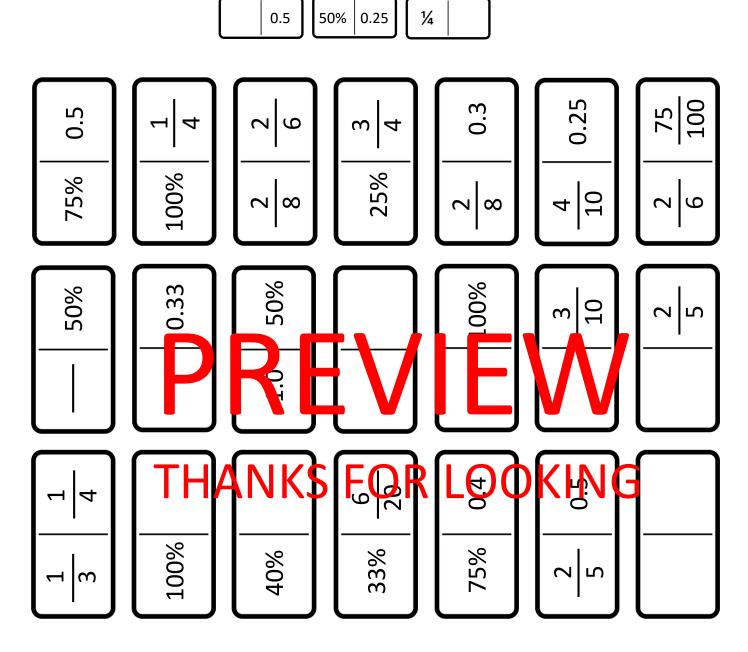
The students use these to have a game of dominos where they match fractions with decimals and percentages. E.g. 0.5 can be matched with 50% or ½. There are different ways of playing dominos, below are basic game instructions.

2-6 Players

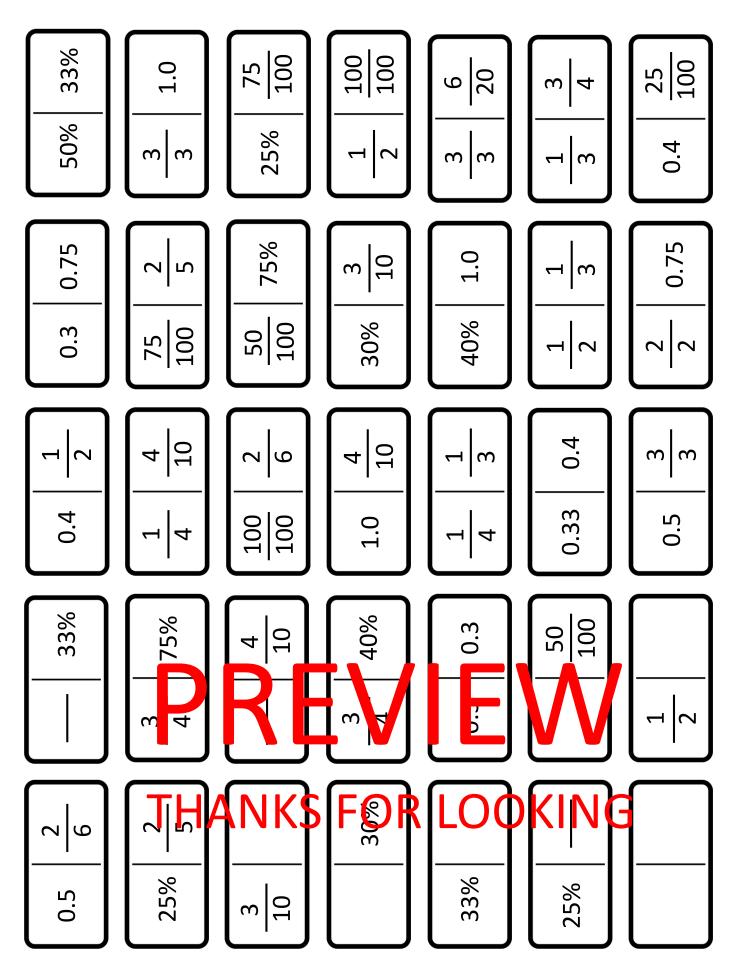
Domino Instructions: Place all dominos face down. Each player chooses 7 dominos – the aim of the game is to get rid of all your dominos.

*Turn one domino face up. The first player then has to find one of their dominos which has a matching end to one of the face-up dominos ends. Place this end touching the matching end of the face-up domino. (e.g. 0.5 can be matched with 50% or ½). Blanks go with anything. *The next player then goes and so on until one player gets rid of all their dominos.

*If a player can not go (they have no matching pieces) they must pick up a face-down domino and miss their turn.



DOMINOS – CONVERTING BETWEEN FRACTIONS, DECIMALS AND PERCENTAGES



DOMINOS - MULTIPLICATION

Cut out (and I would suggest laminate) the dominos below.

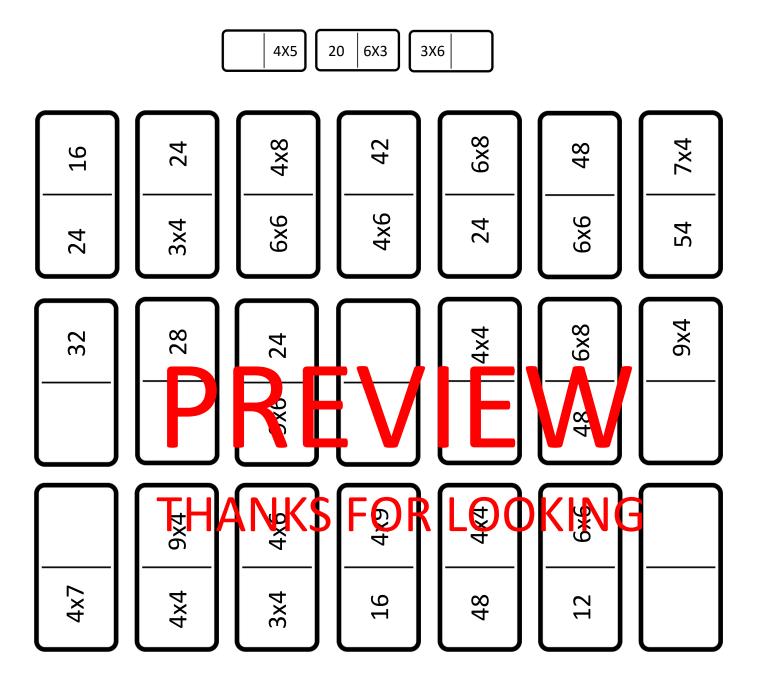
The students use these to have a game of dominos where they match fractions with decimals and percentages. E.g. 4X5 can be matched with 20. There are different ways of playing dominos, below are basic game instructions.

2-6 Players

Domino Instructions: Place all dominos face down. Each player chooses 7 dominos – the aim of the game is to get rid of all your dominos.

*Turn one domino face up. The first player then has to find one of their dominos which has a matching end to one of the face-up dominos ends. Place this end touching the matching end of the face-up domino. (e.g. 0.5 can be matched with 50% or ½). Blanks go with anything. *The next player then goes and so on until one player gets rid of all their dominos.

*If a player can not go (they have no matching pieces) they must pick up a face-down domino and miss their turn.



DOMINOS – CONVERTING BETWEEN FRACTIONS, DECIMALS AND PERCENTAGES



1x1 = 1	2x2= 4	3x3= 9	4x4= 16	5x5= 25	6x6= 36	7x7= 49	8x8= 64	9x9= 81	10×10= 100
1x2= 2	2x3= 6	3x4= 12	4x5= 20	5x6= 30	6x7= 42	7x8= 56	8x9= 72	9x10 = 90	
1x3= 3	2x4= 8	3x5= 15	4x6= 24	5x7= 35	6x8= 48	7x9= 63	8x10= 80		
1x4= 4	2x5= 10	3x6= 18	4x7= 28	5x8= 40	6x9= 54	7x10= 70			
1x5= 5	2x6= 12	3x7= 21	4x8= 32	5x9= 45	6x10= 60		_		
1x6= 6	2x7 = 14	3x8= 24	4x9= 36	5x10= 50		_			
1x7= 7	2x8= 16	3x9= 27	4x10=40		Som	e multiplica	Some multiplication facts are not shown	re not shov	٨
1x8= 8	2x9= 18	3x10=30		_	For e	For example			
1x9= 9	2x10= 20		_		3X4 = (50 c	3x4 = 12, this is the sar (so only 3x4 is shown)	3x4 = 12, this is the same answer as 4x3 =12 (so only 3x4 is shown)	nswer as 4)	(3 =12
1x10= 10					7x2	gives the sa	7x2 gives the same answer as	as 2x7	
~	YOU MAY ONLY HAVE 15 FACTS TO LEARN	1AY O	NLY	HAVE	15 F/	ACTS	TO LI	EARN	
		(If	[;] you know	r your 1x,	(If you know your 1x, 2x, 5x, 10x, and 9x)	د, and 9x)			

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