

# Trading Places

Help your child learn decimals while playing this exciting game. The objective is to make the largest number that you possibly can! Your kid will quickly learn the difference between tenths and hundredths as they try to beat their opponent. Because you'll be equating numbers after the decimal place with "cents," this game is also a great way to help them get a handle on money.

## What You Need:

- Paper
- Pencil
- Deck of cards (Remove face cards, tens and Jokers)

## What You Do:

1. Each player should create their own scorecard on a horizontal sheet of paper. Divide the paper into 5 columns, with a decimal point after the third column. At the top of each column write the following in order from left to right: Hundreds, Tens, Ones (decimal point), Tenths, Hundredths.
2. Have your child shuffle the deck and deal 5 cards to each player, placing them face down.
3. When you say, "Go!" players flip their cards over and arrange them in order to create the largest number possible.
4. When finished, players should compare cards. The player who has the largest number wins a point. If the results are equal, each player receives a point.
5. Have the players record their numbers on the place value mat.
6. Whoever has the highest score after the fifth round wins!

Variations: Play the game again. This time, have two players try to create the lowest number possible.

Helpful Tip: For younger players, remove the decimal point from the place value mat.

