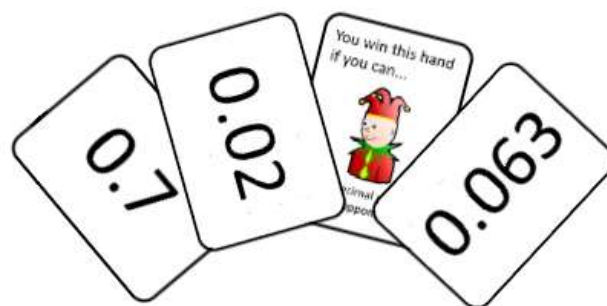


COMPARING DECIMALS WAR!



- Shuffle the deck.
- Divide the deck between both players
- Each player should place their pile of cards face down.
- At the same time, both players turn over one card.
- Decide which card has the greatest value.
- ***You must explain how you determined which card has the greatest value.***
- The winner of each hand is the player whose card has the greatest value.
- If one player draws a Joker card, read the special rule printed on it to determine who wins.
- If there is a tie, continue to draw cards until one player wins.
- If two Jokers are drawn, consider it a tie, and continue to draw cards until one player wins.
- The winner is the player who has the most cards at the end of the game.



0.1

0.02

0.003

0.2

You win this hand if you can...



round 0.045 to the hundredths place.

You win this hand if you can...



round 0.523 to the tenths place.

You win this hand if you can...



round 0.97 to the ones place.

0.03

0.004

0.001

0.01

0.5

0.4

0.04

0.3

0.002

0.11

0.21

0.57

0.15

You win this hand
if you can...



properly say 0.072 in word
form.

You win this hand
if you can...



properly say 0.91 in word
form.

You win this hand
if you can...



properly say 0.001 in word
form.

0.12

0.16

0.45

0.17

0.13

0.33

0.19

0.62

0.14

0.6

0.05

0.006

0.9

You win this hand
if you can...



name a decimal greater
than your opponent's card.

You win this hand
if you can...



name a decimal less than
your opponent's card.

You win this hand
if you can...



name a decimal greater
than your opponent's card.

0.08

0.7

0.06

0.007

0.09

0.008

0.07

0.8

0.009

0.75

0.84

0.99

0.036

You win this hand if you can...



name the decimal 10 times greater than your opponent's card.

You win this hand if you can...



name the decimal 10 times greater than your opponent's card.

You win this hand if you can...



name the decimal $\frac{1}{10}$ of your opponent's card.

0.041

0.056

0.063

0.078

0.088

0.094

0.1

0.02

0.003