The Percent Game

Author: Joanne Caniglia

**Grade/Class:**   Middle through Junior High Math & General Math

Description: The Percent Game provides enrichment to help students learn the equivalent forms of percents by playing a game.

Materials:
52 cards constructed in 13 sets of 4. Each set contains equivalent forms of a percent. A sample set is shown in the figure below.

Object:
The object of the game is for the players to make books of four equivalent cards as shown.

5/100	5%	2/5	20%
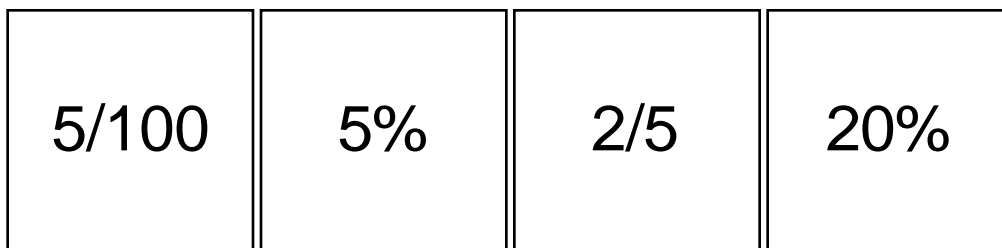
Procedure:
1. Each player is dealt six cars and the remaining cards are set on the table face down. Books are built face up on the table. A book can be started only with the actual percent card, such as 10%, 15%, and so on. Any number of books may be started.

2. Each player, in turn, may play on any book, but only one card may be played in a turn. After playing a card, the player replenishes his hand by drawing another card from the deck. The player who plays the fourth card claims the book and scores 5 points. A wild card may be used in place of any of the equivalent cards. A player may "steal" a wild card from a book on the table if he replaces it with the proper equivalent card.

3. After the deck of cards has been depleted, play continues as long as any player, in his turn, can play a card from his hand. The player who goes out first scores 10 points. A game is set at 100 points.

Evaluation:
Students will check other students' work in their group. Teacher will observe that books are correctly matched.

5/100

Example of Equivalents for Cards

Percent	Ratio	Decimal	Fraction
5%	5/100	.05	1/20
10%	10/100	.10	1/100
20%	20/100	.20	1/5
25%	25/100	.25	1/4
30%	30/100	.30	3/10
33.1/3	33 1/3 /100	.333333...	1/3
50%	50/100	.50	1/2
66 2/3%	66 2/3 /100	.66666...	2/3
75%	75/100	.75	3/4
90%	90/100	.90	9/10
100%	100/100	1	1/1
12 1/2%	12 1/2 /100	.125	1/8
%	%	%	% (Wild Cards)