

Chinese Decimals

by – Dennis Ivany

Activity overview

A number sense activity to practice with the relative magnitudes of decimal numbers.

Concepts

Comparing and ordering decimal numbers

Teacher preparation

Load the activity NumberSense_ChineseDecimals_Ivany on each TI-Nspire..

Classroom management tips

Two players can use the same computer screen with TI-Nspire software to play the game. A third student can be used to monitor the game – print the last slide or give this student a handheld TI-Nspire and use the list of decimals on the last slide to follow whether players are making correct moves.

The game can be played on the handheld, but it can be a little tricky to grab the center dot in a marker when it is on a playing space.

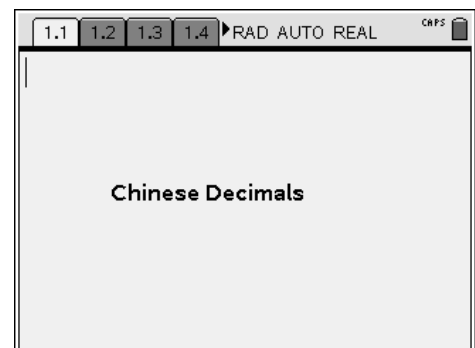
TI-Nspire Applications

Graphs and Geometry

Step-by-step directions

Open the document

NumberSense_ChineseDecimals_Ivany .



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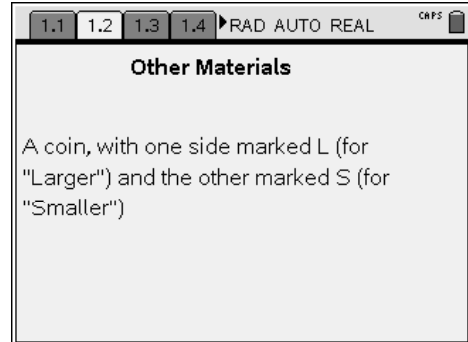
Grade level: Middle School

Subject: Mathematics

Time required: 10 to 30 minutes

Materials: Coin labeled L and S

You will also need a coin for this activity.



1.1 1.2 1.3 1.4 ▶ RAD AUTO REAL CRPS

Other Materials

A coin, with one side marked L (for "Larger") and the other marked S (for "Smaller")

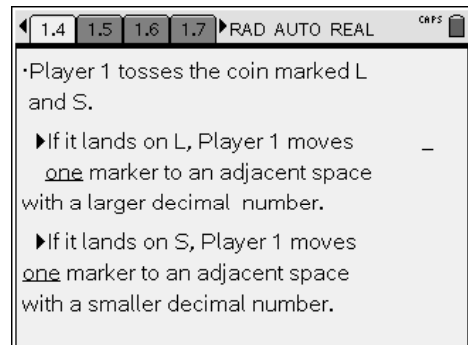
Rules are on the next four slides.



1.1 1.2 1.3 1.4 ▶ RAD AUTO REAL CRPS

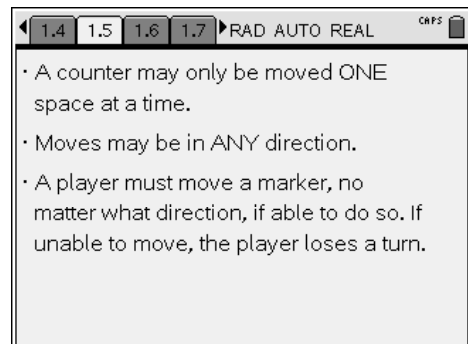
The Rules

- Played similarly to Chinese Checkers.
- The game is for two players.
- Each player places his/her markers on the starting spaces.
- A coin toss determines the first player.



1.4 1.5 1.6 1.7 ▶ RAD AUTO REAL CRPS

- Player 1 tosses the coin marked L and S.
 - ▶ If it lands on L, Player 1 moves one marker to an adjacent space with a larger decimal number.
 - ▶ If it lands on S, Player 1 moves one marker to an adjacent space with a smaller decimal number.



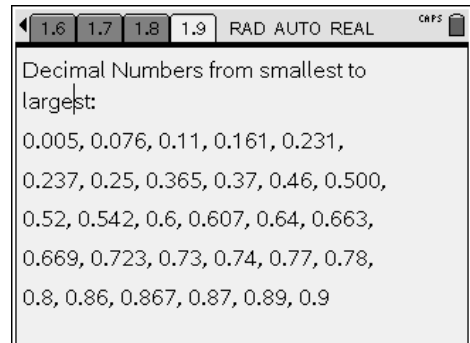
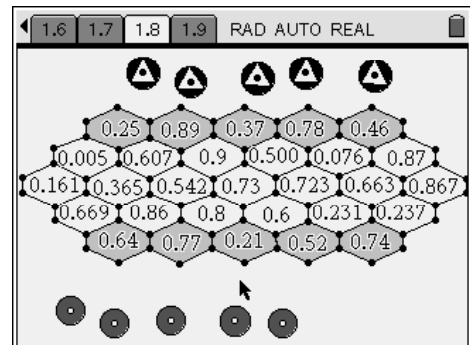
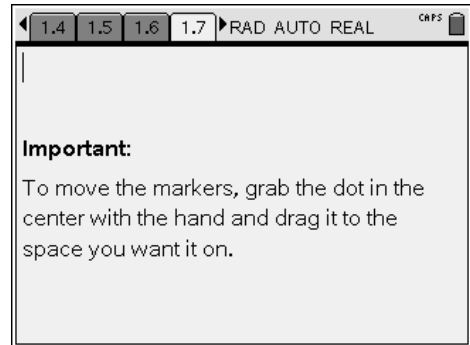
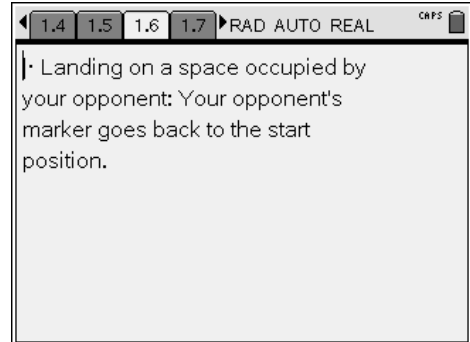
1.4 1.5 1.6 1.7 ▶ RAD AUTO REAL CRPS

- A counter may only be moved ONE space at a time.
- Moves may be in ANY direction.
- A player must move a marker, no matter what direction, if able to do so. If unable to move, the player loses a turn.

Important Note!

There are 5 markers per side. Grab the markers with the hand tool and move them to the starting position on either side of the game board.

This page is for a third person to keep track of whether the players are making valid moves.





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Assessment and evaluation

*Since this is a practice game, there is not a lot of follow-up assessment; however, teachers may want to follow up with some practice worksheets on comparing and ordering decimals. The game itself can also be easily changed by clicking in the text boxes and changing the decimal numbers. If desired, insert a **Lists and Spreadsheets** page, type the decimals in one column and sort them in ascending order to get a sheet that can be used by a monitor.*

Journal: Ask students to write about how this activity helped them.