



Comparing Decimals
up to the
Thousandths Place

DECIMAL WAR

COMMON CORE ALIGNED - 4.NF.7

Created by: Kyla Quinn

Fellow teachers,

Thank you for purchasing my product! This product contains 48 decimal cards which align to Common Core standard: 4.NF.7.

These cards can be used in a variety of ways to play a number of games. However, the student directions included are specifically for the game Decimal War.

The cards are perfect for small group instruction or a center activity. Directions for students are included. Perfect for math workshop!! Simply print, cut laminate! Enjoy and please email me should you have any questions.

Kyla Quinn

QuinnKyla59@yahoo.com

**Adorable
Mosquito Clipart
Provided by:**



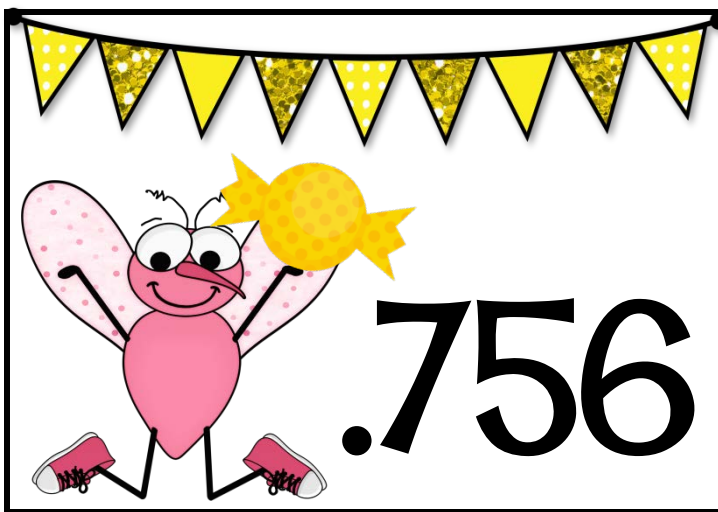
**Pennants
Provided by:**



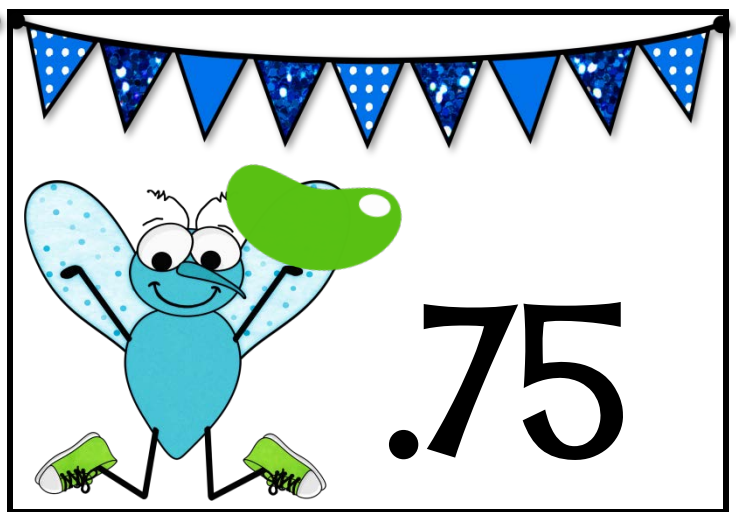
**Candy Clipart and
Backgrounds Provided
by:**

DreamLikeMagic.com

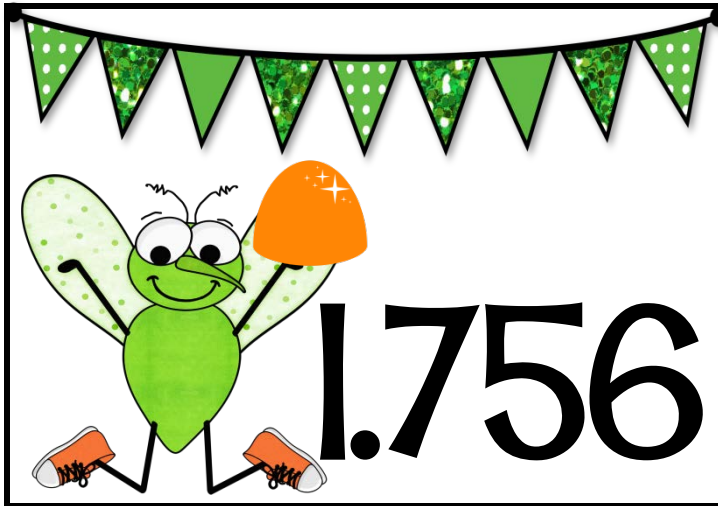
**Font Provided by:
KG Fonts**



.756



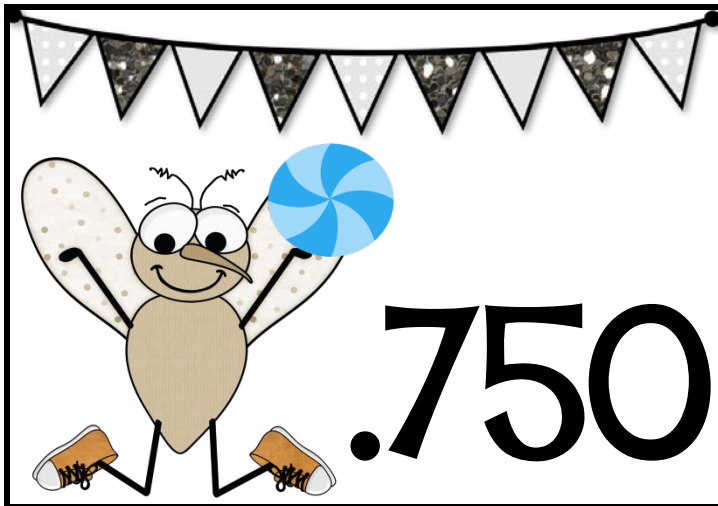
.75



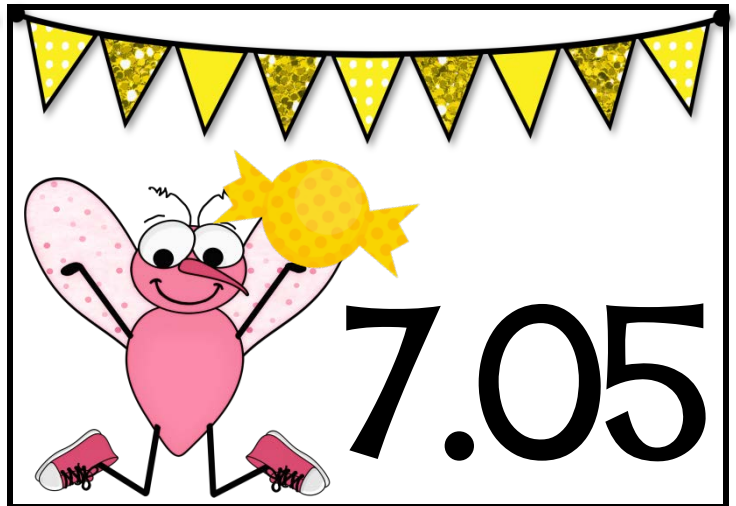
1.756



7.56



.750



7.05



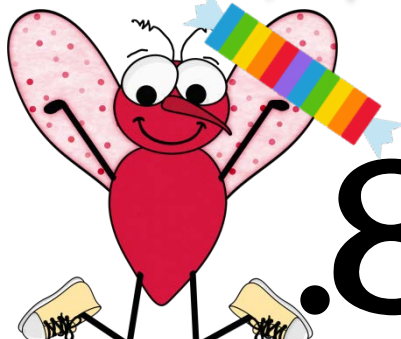
.32



.032



8.23




.823



.320



2.83



.560



22.5



21.54



.650



21.5



2.56



3.41



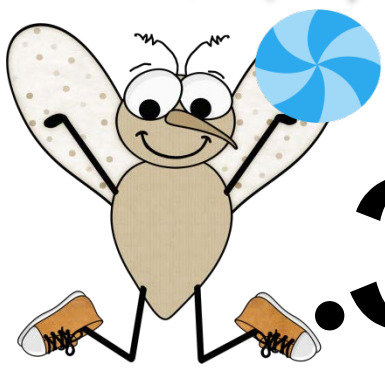
34.1



.341



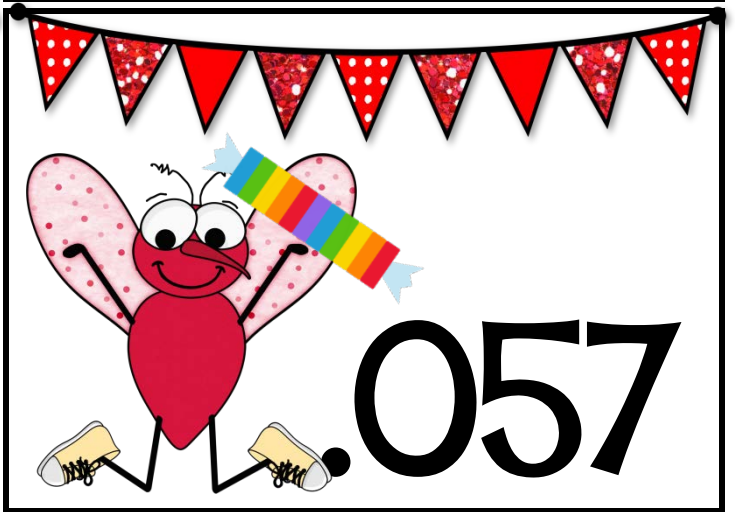
.34

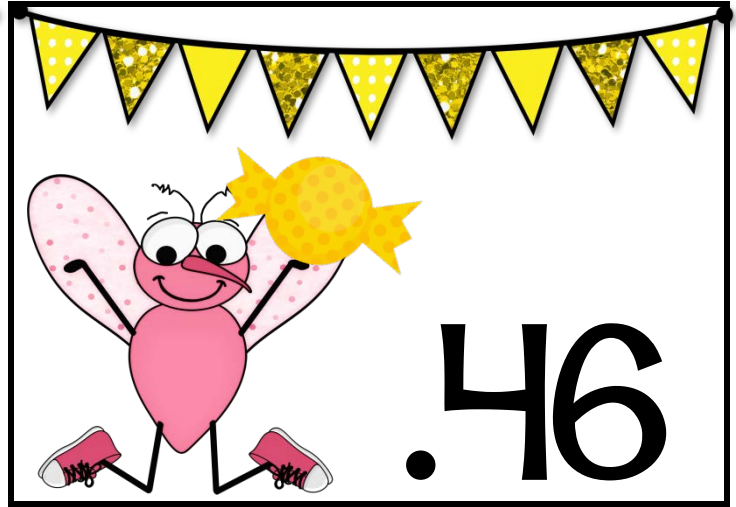
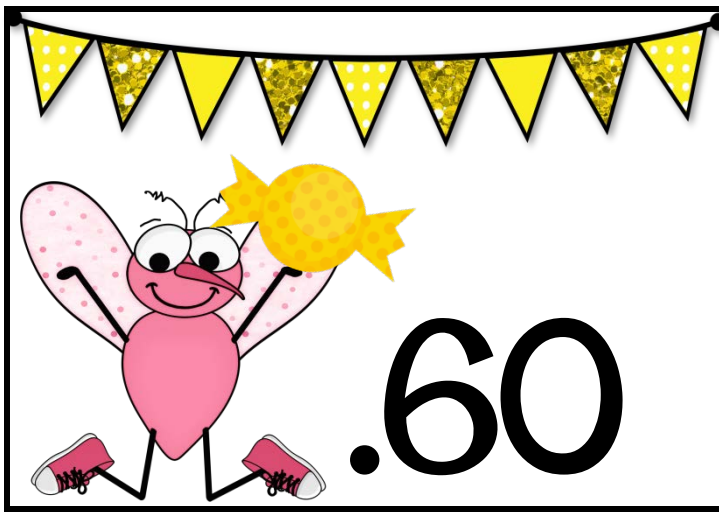


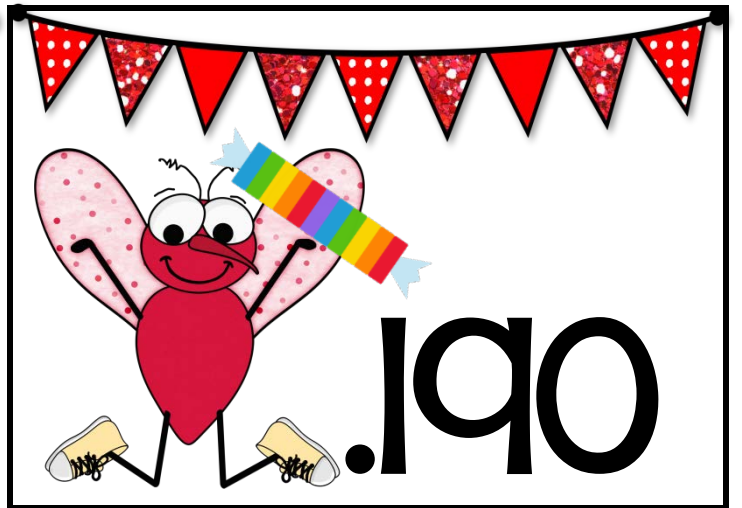
.340

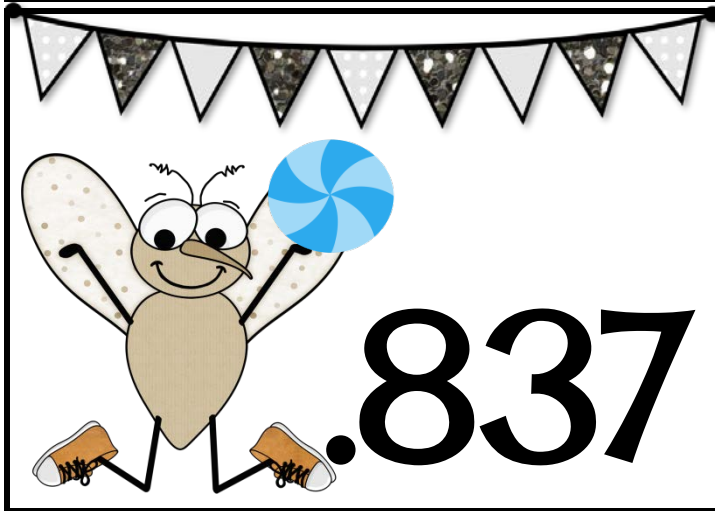
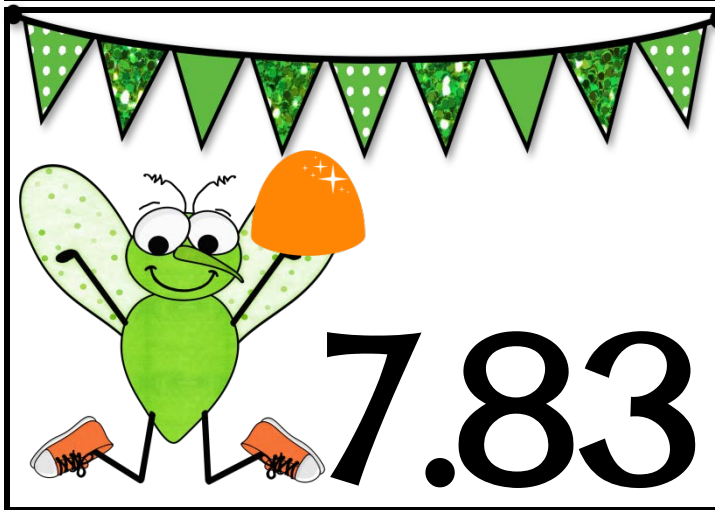
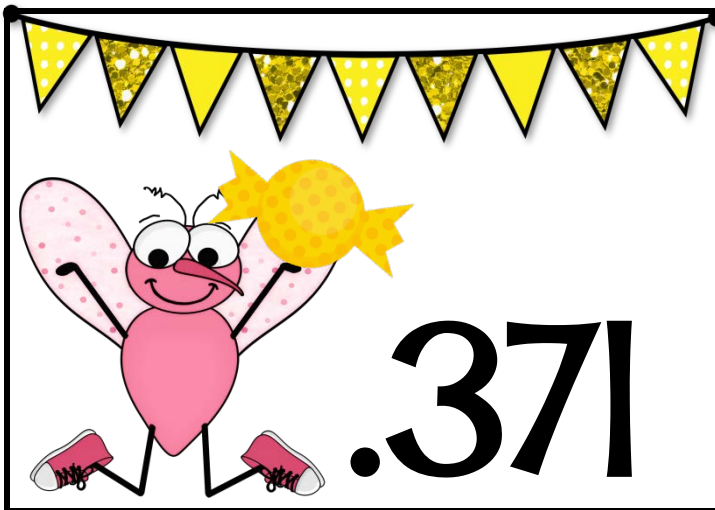


1.34











Student Directions for Decimal War

(2-4 players)

***Deal out all cards, so that each player has an even amount.**

***Players turn their top card face up. Whoever has the HIGHEST place value card takes all the cards and adds them to the bottom of their pile. Continue playing until one person has all the cards (or the majority of the cards when it's time to stop playing).**

***If turned up cards are EQUAL, there is a DECIMAL WAR! The tied cards stay where they are, and all players lay down TWO more cards face down. One the count of three, all players flip over their next card in the pile face up. Whoever laid down the HIGHEST place value card, takes ALL cards that were involved in the war.**

***You may also try to play the next round with LOWEST place value!**