



METRIC VICTIMS GAME

MATERIALS (PER TEAM)

- File folder
- Number cards (one each – 1 through 9)
- Three zeros
- Decimal

DIRECTIONS:

1. Each team will get a file folder with the numbers 1-9, three 0 cards, and a decimal card.
2. The leader will assign each player a card(s).
3. The teacher will read a number.
4. Teams will be given 40 sec to 1 min to make that number.
 - *Students should stand in a line and no reveal their answers
 - *Remind students numbers are read left to right
5. Tell will call time and students reveal answers.
 - Right : 2 points and continue on
 - Wrong : 0 points but will fix the number and continue
6. Teacher will give a conversion.
7. Teams will then try to make the conversions.
 - Give students about 40 seconds.
 - *Remind kids not to reveal their answers.
8. Have kids reveal their answers.
 - Right : 2 points Wrong : 0 points

CHOOSE YOUR VICTIM

1. Teacher will call a team to go up first.
2. That team will choose another team to go up against.
3. Team will decide how many of their points they want to bet that they will get the answer right.
4. Teacher will record the bets.
5. Teacher will give a conversion.
6. Playing teams will form that answer.
7. Points:
 - Both team right : no points are awarded
 - One team right: wins the betting points from the other team
 - Both teams wrong : the betting points are deducted from both teams
8. The winning team remains up and chooses their victim.
9. No winning team: the team that was picked from the teacher's chosen team will pick their victim.

1

2

3

4

5

6

7

8

9

0

0

0

