# In-Class Game <br> Fraction-Decimal-Percent Bingo 

## - Get Ready!

This game is for the entire class.

- Fraction-Decimal-Percent Bingo master, p. 20
- Key List master, p. 21
- 10 index cards

- scissors $\stackrel{\text { @ }}{\text { @ }}$
- large bowl $\theta$ or paper bag $\boxminus$
- counters (15-20 for each student)


## Get Set!

Make a copy of the Fraction-Decimal-Percent Bingo master on page 20 for each student in the class. In each box, write one of the items in the Key List master on page 21. Each card should have 8 fractions, 8 decimals, and 8 percents. Cut each index card into 6 game pieces ( 3 columns, 2 rows). Write each item on the Key List master on one of the game pieces. Or you may want to make a copy of the Key List master, cut out the items, and tape or glue them onto the index card pieces. Then place the game pieces in a large bowl or paper bag.

## - Go!

- A caller (either a student or the teacher) chooses a game piece randomly from the bowl and calls the number on the game piece. (The caller should not replace the game pieces in the bowl.) When a player locates an equivalent value on his or her card, the player places a counter on the square.
- When someone completes a horizontal, vertical, or diagonal line, he or she calls out "Bingo!" The caller then checks the winning entry by looking for equivalents of the covered numbers as shown on the game pieces used.

Name $\qquad$ Date $\qquad$

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## Work with your classmates.

- Listen to the number called. When you locate an equivalent value on your card, place a counter on the square.
- If you complete a horizontal, vertical, or diagonal line, call out "Bingo!" The caller will check the winning entry by looking for equivalents of the covered numbers as shown on the game pieces used.

RATIONAL NUMBER BINGO

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## In-Class Game

Key List


