

# All change!

Choose a game to play.

## Game 1: Equivalence

### How to play

- Take it in turns to throw the dice.
- If you throw an even number:
  - pick a percentage from the grid
  - cover that percentage with a counter (percentages cannot be used twice)
  - write down the percentage and the equivalent fraction and equivalent decimal (remember to simplify the fraction to its lowest terms).
- If you throw an odd number, miss a turn.
- Keep doing this until all the percentages have been used.
- The winner is the player with the most equivalent statements.

### You need:

- 1–6 dice
- 16 counters

## Game 2: Up the ladder

### How to play

- Draw a ladder with 10 rungs.
- Take it in turns to pick a percentage from the grid.
- Cover that percentage with a counter (percentages cannot be used twice).
- Change your percentage to a decimal and write it on a rung of your ladder.
- Keep going until you have filled your ladder.
- The numbers must be in ascending order.
- The first player to fill their ladder is the winner.

### You need:

- 16 counters

## Game 3: Your game

- Make up your own game using the gameboard.
- Your game could include arranging the percentages in descending order.
- Perhaps it could involve the players scoring points.
- What are the rules of your game? Explain them to someone.