# Picking Percentages (Gr. 6)

This game helps students connect fractions to percentages and develop proportional thinking. It can be played with 2-4 players.

### Setup:

- The game consists of **10 rounds**: two **2-card**, **3-card**, **4-card**, **5-card**, and **10-card** rounds.
- Create a scoreboard to track points.
- Each player selects a suit (e.g., diamonds, hearts, spades, or clubs).

#### How to Play:

- 1. **Player 1** flips cards from the deck one at a time, ensuring all flipped cards remain visible.
- 2. The player can choose to stop flipping at 2, 3, 4, 5, or 10 cards.
  - The goal is to **maximize** the percentage of your suit while minimizing your opponent's percentage.
- 3. Points are assigned based on the **percentage of cards in the round that match each player's suit.** 
  - Example: If Player 1 chose diamonds and Player 2 chose hearts, and the first two flipped cards were a heart and a spade, Player 2 would earn 50 points (50% of the cards are hearts), while Player 1 earns 0 points.
  - If Player 1 continues and flips a diamond as the third card, both players now have 1/3 (33%) of the suit, earning 33 points each.
  - Player 1 must decide whether to stop or continue flipping to shift the percentages in their favor.
- 4. When a player stops flipping, they **record** the point values for themselves and their opponent.
- 5. The game ends after **10 rounds**, and the player with the **highest total points** wins.

Materials: Deck of cards, Score board

## Picking Percentages Card Game Score Board

# of cards in round	Player 1:	Player 2:
2		
2		
3		
3		
4		
4		
5		
5		
10		
10		
Total:		

## Picking Percentages Card Game Score Board

# of cards in round	Player 1:	Player 2:	Player 3:	Player 4:
2				
2				
3				
3				
4				
4				
5				
5				
10				
10				
Total:				