SCORE!!— a comparison game

1.NBT.3 – Compare two two-digit numbers based on meanings of the tens and ones digits, recording the results of the comparisons with the symbols >, =, and <.

My Little Classity Class @2012



Graphics Ocrestive Hands

Print and laminate I game board for each group of 2. Print, cut, and laminate I set of playing cards for each group.

Each player chooses a side (less than OR greater than).
Players take turns choosing a card from the deck. They work together to determine if the comparison is greater than, less than, or equal. Once determined, the card is put in that "goal." Equal cards are put in the middle of the field. When a soccer boy card is chosen, the player that chose that card gets to take all of the "equal" cards from the field and put them in his goal.

The winner is the player with the MOST "goals" at the end of the game.







