

First to the Draw

- You need**
- ✓ 1 set of digit cards (0–9 and an extra 0) for each player
 - ✓ a set of the First to the Draw cards (see copymaster)
 - ✓ a counter for each player
 - ✓ 2 or more classmates

Game

The aim of this game is to be the first to make a particular decimal number using the digit cards and a counter for the decimal point.

Place the First to the Draw cards in a pile, face down between the players. Choose one person to read out the First to the Draw cards and to be the checker.

Follow these steps:

The checker picks up a First to the Draw card and reads out the words shown at the top of the card.

Each of the other players makes the decimal number for those words as quickly as they can, using digit cards from their pile and a counter for the decimal point.

They put their hand up as soon as they have made the number.

If the checker can't decide which player put their hand up first, that card is put to the bottom of the pile, and the checker chooses another card to play with.

The checker checks the decimal number made by the first person to put up their hand. (The correct decimal is given as an answer at the bottom of each First to the Draw card.)

If the first person's number is correct, the checker gives that person the First to the Draw card.

If their number is not correct, the next player to put up their hand has a chance to win the card.

The player who has the most First to the Draw cards when all the cards in the pile have been taken is the winner.

