

Building Towers

AIW February 1, 2012

Overview: Students will convert fractions to decimals, using calculators, in the context of the game with the goal of building as high a decimal/fraction tower as possible.

Objective: Students will develop an understanding of how to compare two fractions and their equivalent decimal representations.

Process:

1. The student will draw 2 numbers from 1- 100 and make a fraction. They will write in a box the fraction and how to divide it. They will then divide it on their calculator and write the decimal rounded to the hundredths place on their paper. This fraction will go on the top box.
2. The second student will draw 2 numbers and write the fraction as above. This student fills in their pyramid.
3. The student's continue to take turns. The first person to reach the "1" whole wins.

Checking for reasoning:

On back of paper, students answer these questions:

1. What did you notice about the numbers in your fractions at the beginning?

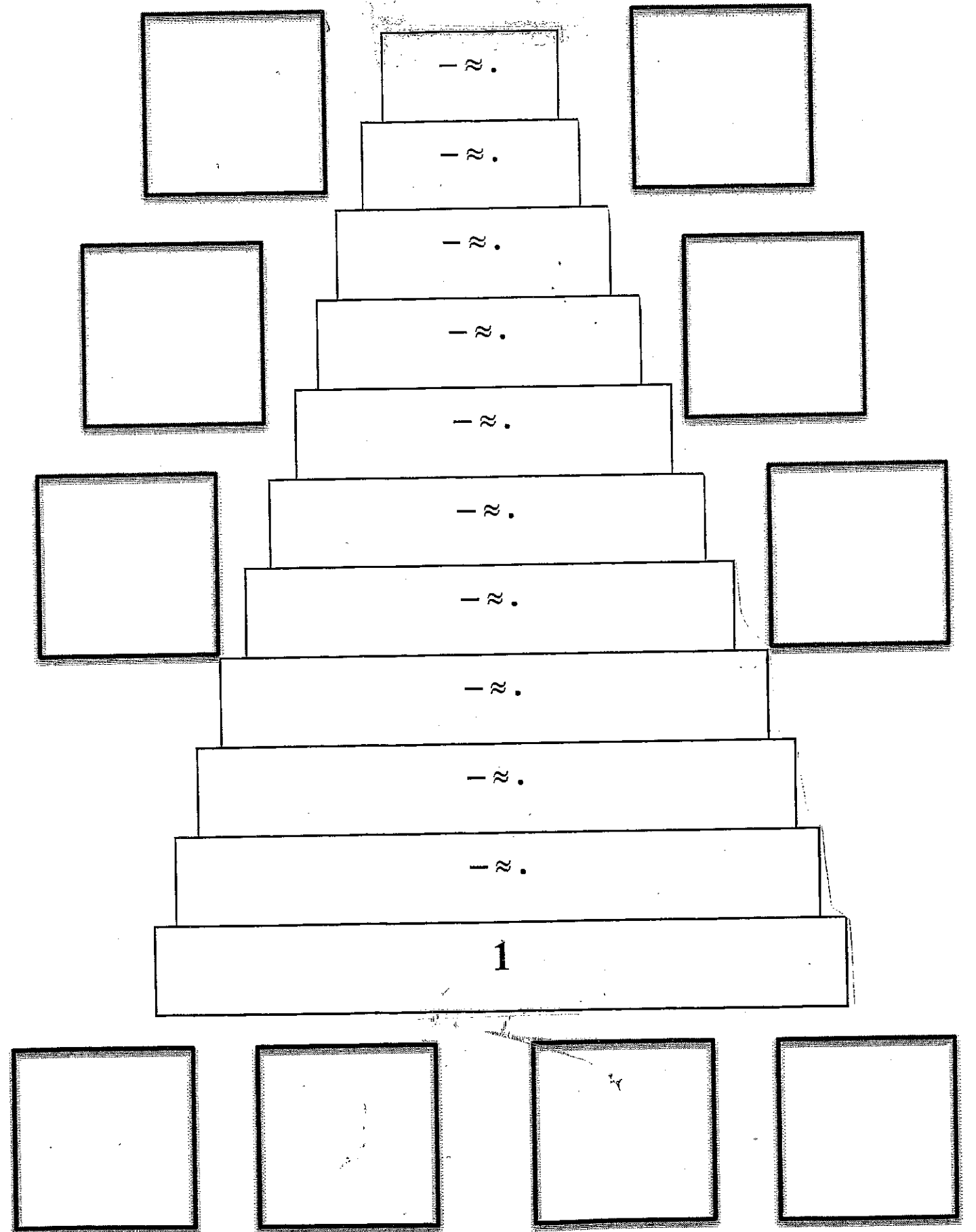
As you got closer to "1"?

2. How can you use this on your daily assignments to figure your grades?
3. How can you look at the fraction and figure approximately what they will be as a percent?
4. How might a banker use fractions and percents? A mechanic? A doctor?

Application:

1. Students will get completed assignments with a fraction on them. They will first try to figure the percents by "guessing." Then they will use a calculator to figure their percentages. Were you close? Why or why not?

Building Towers



Name: _____ Class _____

1. What did you notice about the numbers in your fractions at the beginning?

As you got closer to "1"?

2. If you got a score of 75 out of 83 on a test, how can you use this to figure your grade?

3. How can you look at the fraction and figure approximately what they will be as a percent?

4. How might a banker use fractions, decimals, and percents? A mechanic? A doctor?

Building Towers

