The Percentage Game

You need

✓ 2-3 players ✓ a dice (labelled 1, 1, 2, 2, 3, Choose) ✓ a calculator

✓ 7-8 counters per player (a different colour for each)

Go back 2 squares







28 is
percent
of 70

Go forward 2 squares



Game

- Each player chooses a set of counters.
- The first player throws the dice and, beginning at Start, moves a counter along that number of spaces.
- If they throw Choose, they can move to any space they wish.
- If they land on a space with a geometrical shape in it, they do nothing.
- If they land on a question, they must answer it. (When working out answers, players can use pencil and paper but not calculators.)
- When a player answers a question correctly, they cover the answer on the 4 x 4 grid, using another of their counters. (Other players should check the answer, using a calculator if necessary.)
- If a player lands on a question that has already been answered correctly, they do nothing and the turn passes to the next player.
- The first player to get 3 of their coloured counters in a horizontal or vertical row wins the game.



3o forwar I square

36 is percent of 60

Miss a furn



24 is 0

j sdnake Go pack Miss a turn

40 percent of
is 10.4

Go back 1 square

19 is percent of 95



10 percer of \square is 11.2

Have anothe turn

26 is [percen of 52

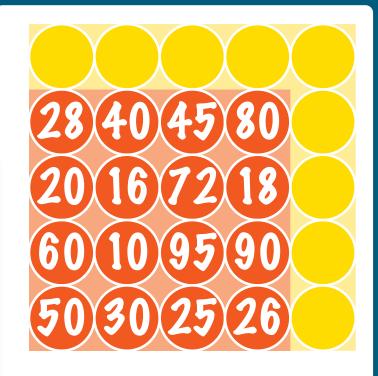
30 forwar 2 squares

is 40 percent of 45



30 percent of [

16 is percent of 64



Variation (uses the 5 x 5 grid)

Treat the spaces with the shapes as Choose spaces. Make up a set of 10 or more Choose cards, each with a different percentage question on it. When a player throws Choose, they move to the next Choose space, take a Choose card, and try to answer the question. If they get it correct, they place one of their counters on any one of the blank circles. Players must get 4 counters in a vertical or horizontal row to win.

of 32 percent of 32



of 20 Percent ∨ 15 □



of 60 Dercent □ of