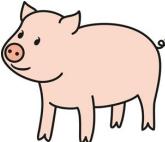
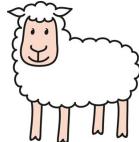
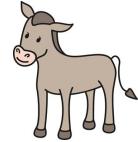
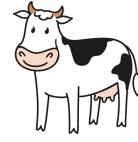
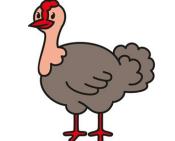
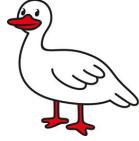
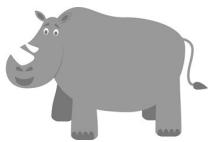
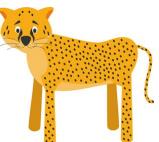
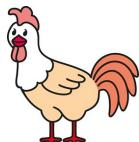
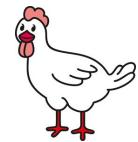
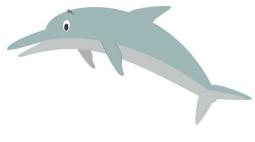


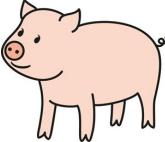
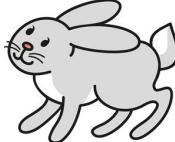
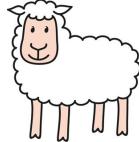
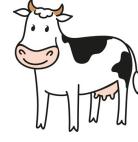
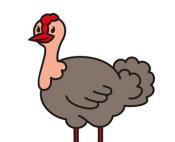
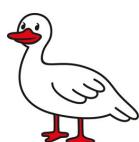
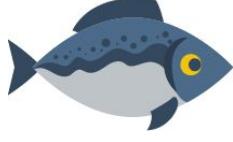
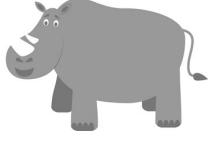
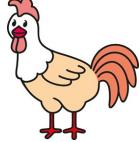
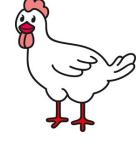
JOGO CARA A CARA DECIMAL

- O jogo deve ser jogado em duplas;
- O jogo contém 40 cartas divididas em duas cores com os números decimais e dois cartões com todos os números decimais disponíveis;
- As cartas devem ser separadas em duas pilhas, uma de cada cor e em seguida embaralhadas;
- Os alunos decidem com qual cor ficará cada um;
- Cada um pegará uma carta sem deixar o outro ver;
- Os jogadores ficam um em frente ao outro, mas sem ver o cartão e a carta sorteada do outro jogador;
- Os jogadores decidem quem inicia a rodada;
- Quem começa, faz uma pergunta tentando adivinhar qual o número sorteado pelo oponente. Só pode fazer perguntas comparando os números decimais, para assim identificar se é maior, menor ou igual;
- Exemplos: "Comparando seu número com 1,2 ele é maior, menor ou igual?";
- O jogador faz uma pergunta, o outro levanta uma placa informando se é maior (>), menor (<) ou igual (=). O que perguntou vê a resposta e elimina o/os número(s) que acredita não corresponder a carta do oponente, colocando os símbolos > (maior que) ou < (menor que) no seu cartão. Feito isso, é a vez do outro jogador fazer o mesmo;
- Quando souber o número da carta do colega, deve informar o animal que está representado;
- Caso esteja certo, recolhe a carta do oponente e guarda juntamente com a sua carta;
- Ganhador o jogo quem tiver mais cartas ao final;

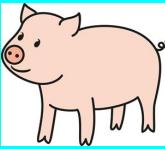
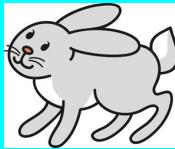
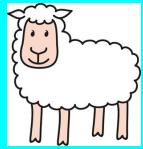
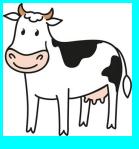
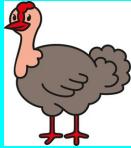
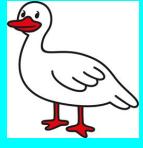
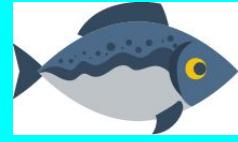
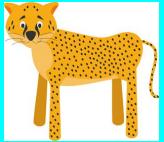
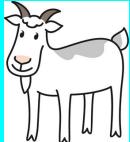
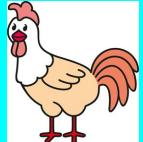
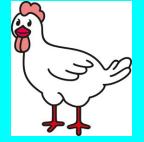
CARTÃO AZUL

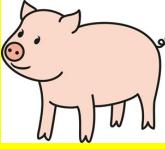
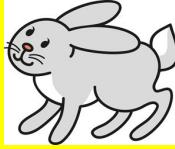
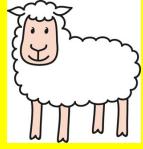
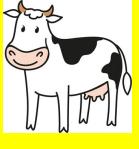
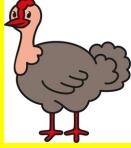
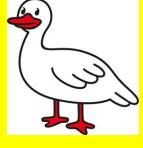
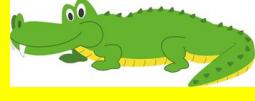
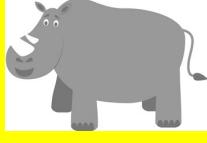
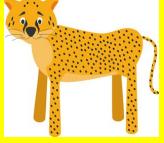
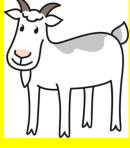
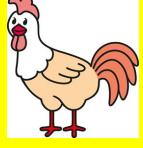
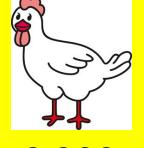
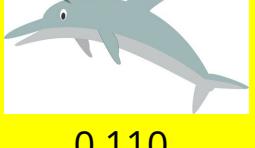
				
0,10	0,02	0,300	0,2	0,01
				
0,03	0,400	0,50	0,05	0,04
				
0,06	0,07	0,70	0,600	0,300
				
0,8	0,08	0,09	0,9	0,11

CARTÃO AMARELO

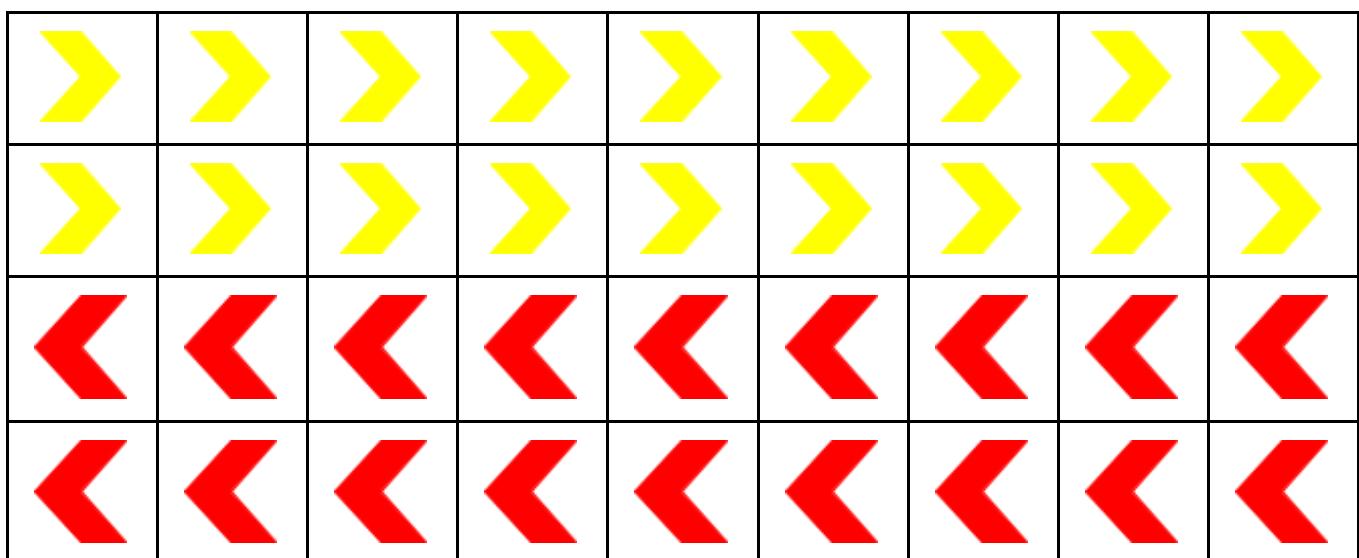
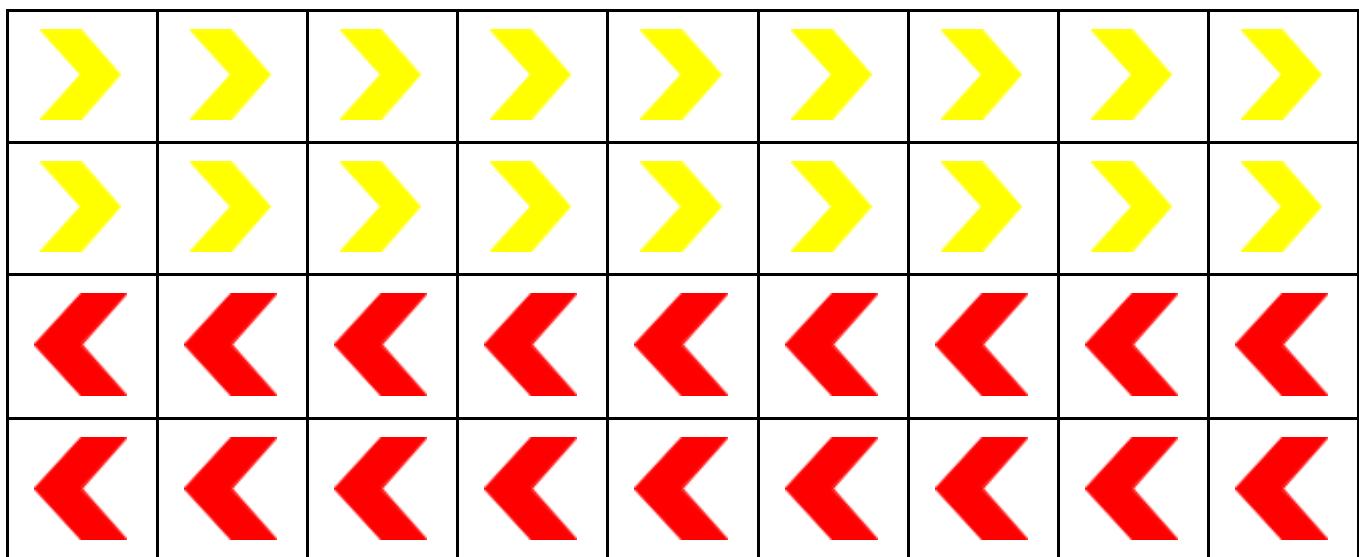
				
0,10	0,02	0,300	0,2	0,01
				
0,03	0,400	0,50	0,05	0,04
				
0,06	0,07	0,70	0,600	0,300
				
0,8	0,08	0,09	0,9	0,11

Cartas que deverão ser recortadas:

				
0,1	0,020	0,3	0,200	0,010
				
0,030	0,4	0,5	0,050	0,0400
				
0,060	0,070	0,7	0,6	0,3
				
0,800	0,080	0,090	0,900	0,110

				
0,1	0,020	0,3	0,200	0,010
				
0,030	0,4	0,5	0,050	0,0400
				
0,060	0,070	0,7	0,6	0,3
				
0,800	0,080	0,090	0,900	0,110

Símbolos para serem utilizados nos cartões:



Placas

