



4.22 Danger

4.21 Danger

4.2 Danger

4.19 Danger

4.18 Danger

4.17 Danger

4.16 Danger



4.08 Danger

4.07 Danger

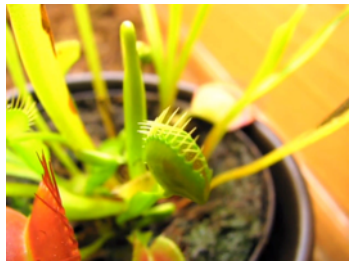
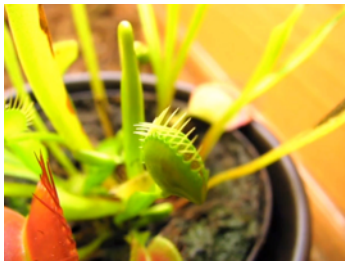
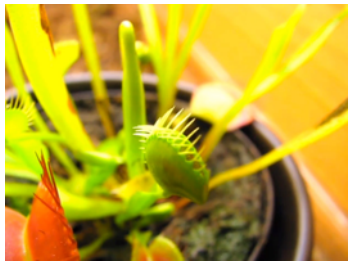
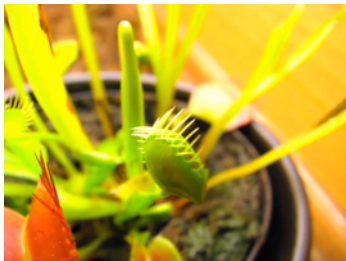
4.06 Danger

4.05 Danger

4.04 Danger

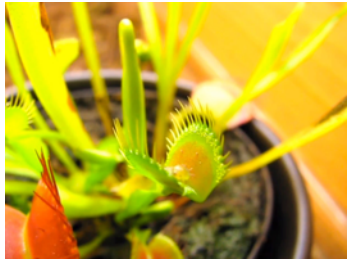
4.03 Danger

4.02 Danger

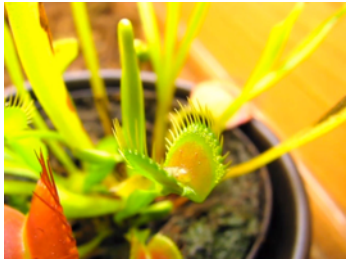




3.94 Danger



3.93 Danger



3.92 Danger



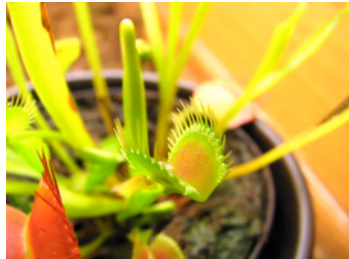
3.91 Danger



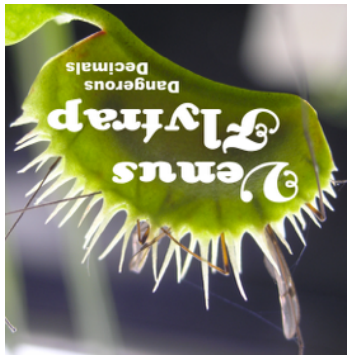
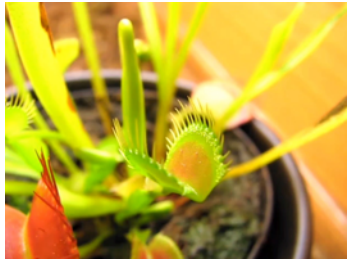
3.9 Danger



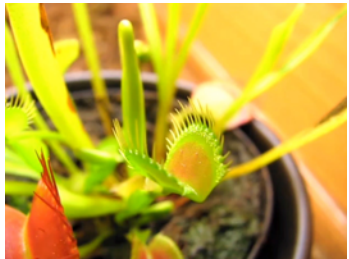
3.89 Danger



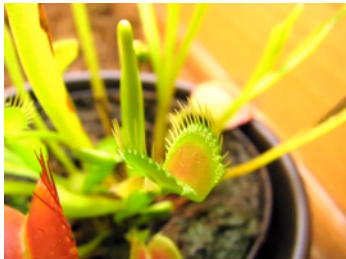
3.88 Danger



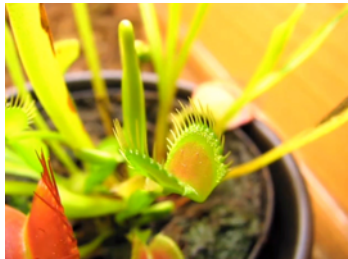
3.87 Danger



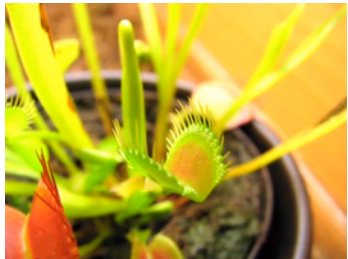
3.86 Danger



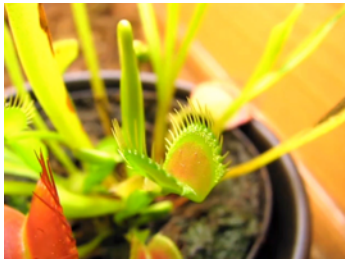
3.85 Danger



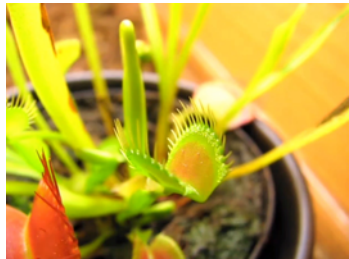
3.84 Danger



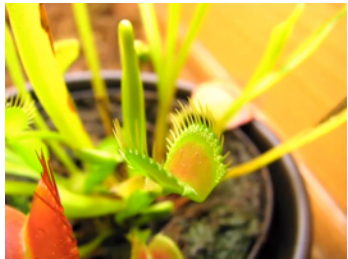
3.83 Danger

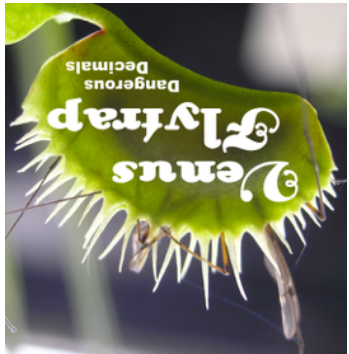


3.82 Danger



3.81 Danger





4.15 Danger

4.14 Danger

4.13 Danger

4.12 Danger

4.11 Danger

4.1 Danger

4.09 Danger



4.01 Danger

4. Danger

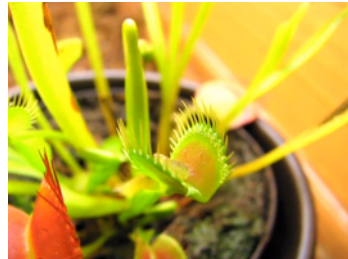
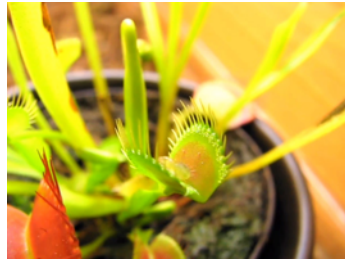
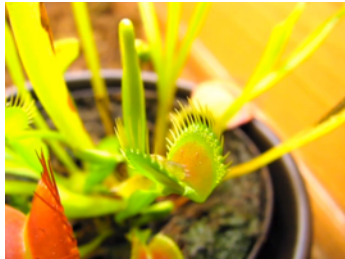
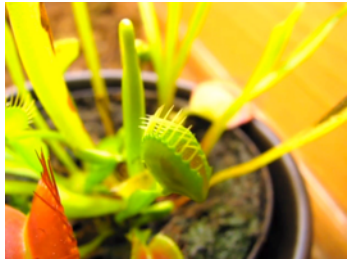
3.99 Danger

3.98 Danger

3.97 Danger

3.96 Danger

3.95 Danger



Rules

Venus Flytrap is a game that will engage a large fraction of your students in learning about the order of decimals.

Set-up

Cut out the 42 foldable cards and fold along them along the dotted line.

The game is for two teams (or two players). Teams should sit side-by-side not across from one another. Each team is randomly dealt 7 of the 42 cards. Each team must order these from smallest (on their left) to largest (on their right). The cards should be face-down on the table.

Next, each team is dealt 5 cards for their hand. These should also be kept secret from the opponents and held in the hand.

The team who has the youngest person begins.

Objective

The objective is to find and eat your opponent's caterpillar. To do this you must find the value of every one of your opponent's cards.

Turn

On their turn, a team must:

- give a card from their hand to their opponents. The opponents must play the card in order and face-up amongst their face-down cards.
- guess a value of an opponent's face-down card. If the guess is correct the face-down card must be flipped face-up and another guess may be made. Players can write down guesses if there might be a dispute.
- draw a card so your team's hand size is 5. If the deck is finished, skip this step.

Winning

You win the game When your opponent has no face-down cards in front of them.

Example

The girls team are handed out the seven cards below (3.93, 3.96, 4.00, 4.03, 4.10, 4.14, 4.17). These are all face-down (indicated with the flip arrow 🔄) so the boys cannot see them.

It is the boy's first turn. They have the following five cards in their hand:



- The boys give the 4.09 to the girls who must place it face-up between their 4.03 and 4.10.

see next page...





Example (continued)

ii) The boys now guess 4.00 (the boys are lucky to choose one of the girls' hidden cards!) so the girls must flip the 4.00 over.



iii) The boys end their turn by drawing a card (3.95) so their hand size remains at 5.



The boys have had a very lucky turn. They can see the 4.00 and the 4.09 face-up in front of the girls. They know that one of the girls' hidden cards is between 4.00 and 4.09. Two of the the boys' hidden cards are 4.01 and 4.04. Two of the cards in the boys' hand are 4.06 and 4.07. That means that the girls' face-down card between 4.00 and 4.09 must be 4.02, 4.03 or 4.08.

If the boys reveal the girls' other six face-down cards they have won.