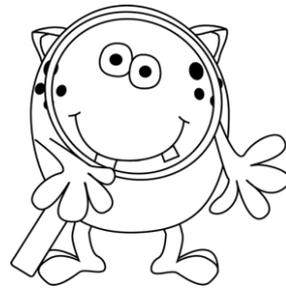
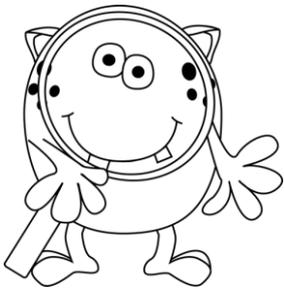


$$\frac{15}{10}$$

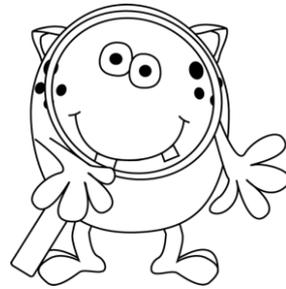


$$1,5$$

*15 dixièmes*

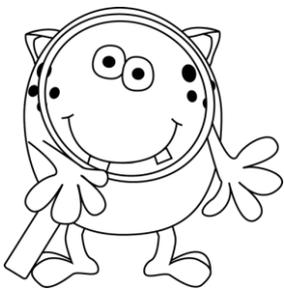


$$\frac{121}{10}$$

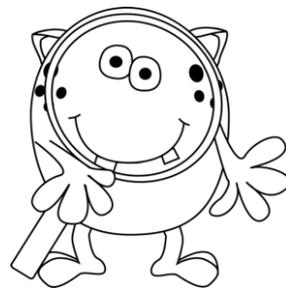


$$1,50$$

*121 dixièmes*

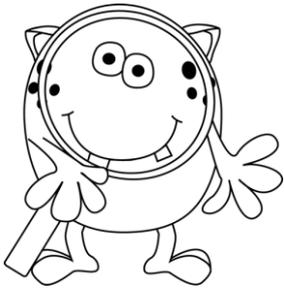


$$\frac{25}{100}$$

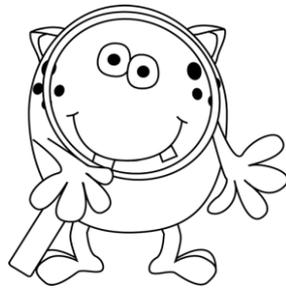


$$12,1$$

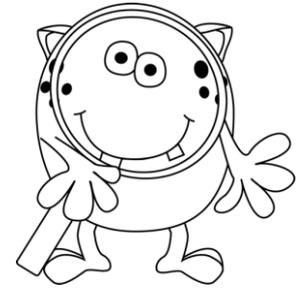
*12 unités et 1 dixième*



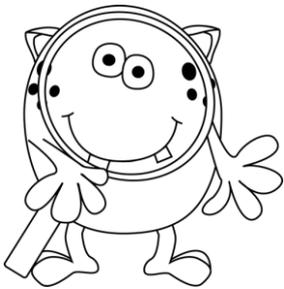
**0,25**



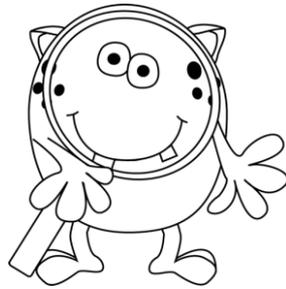
**0,250**



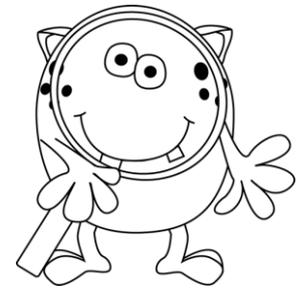
*25 centièmes*



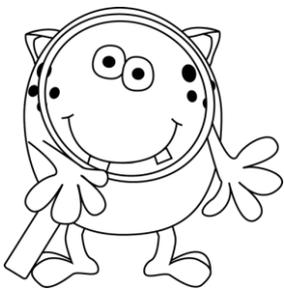
**$\frac{25}{10}$**



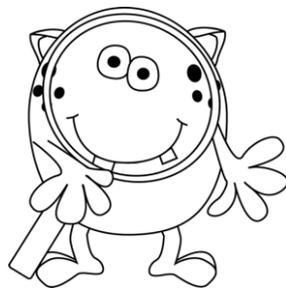
**2,5**



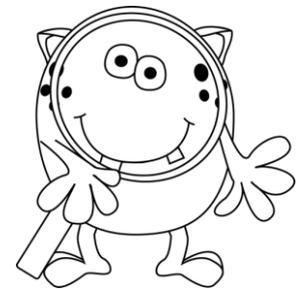
*25 dixièmes*



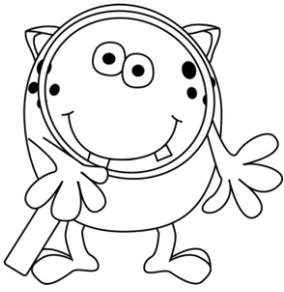
**$4 + \frac{2}{10}$**



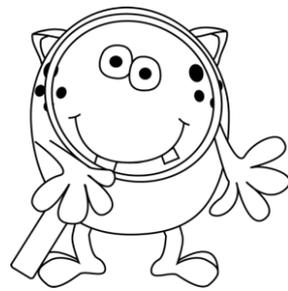
**4,2**



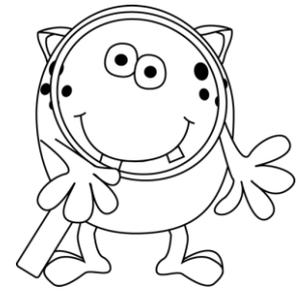
*42 dixièmes*



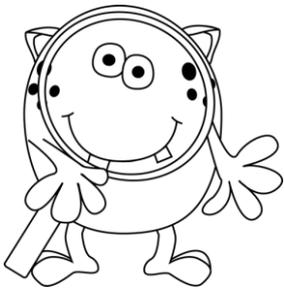
$$\frac{250}{1000}$$



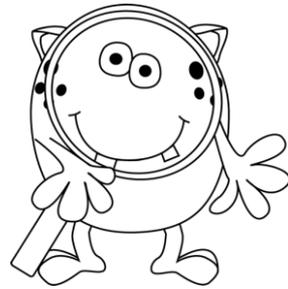
$$4,20$$



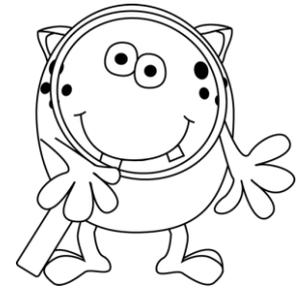
*15 dixièmes*



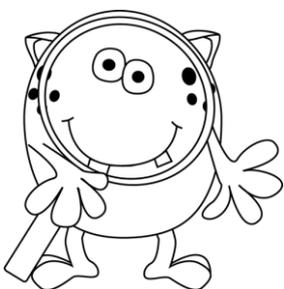
$$\frac{354}{100}$$



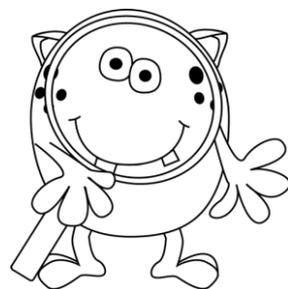
$$3,54$$



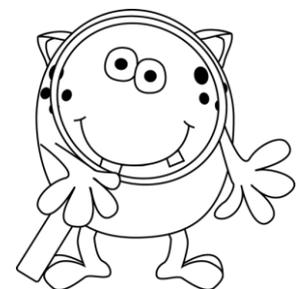
*Trois cent  
cinquante-quatre  
centièmes*



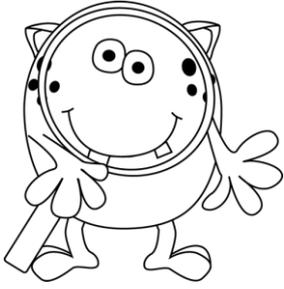
$$\frac{74}{10}$$



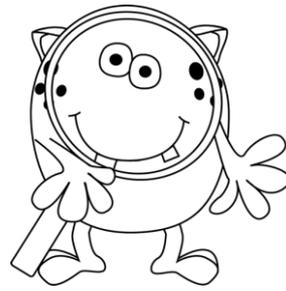
$$7 + \frac{4}{10}$$



*74 dixièmes*

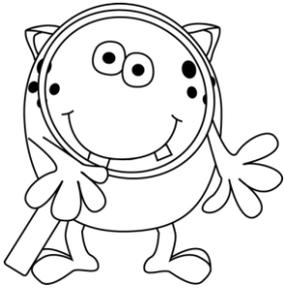


$$\frac{74}{100}$$

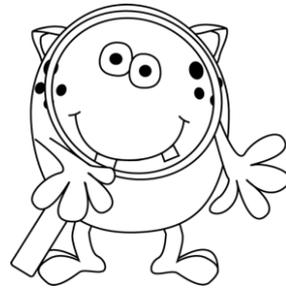


**7,4**

*Soixante-quatorze  
dixièmes*

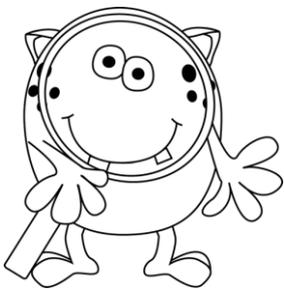


$$\frac{121}{100}$$

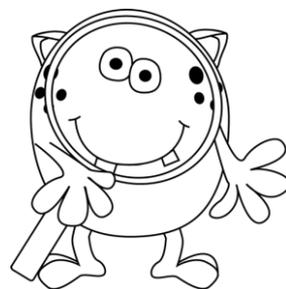


**1,21**

*121 centièmes*

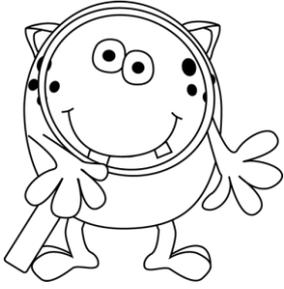


$$\frac{354}{10}$$

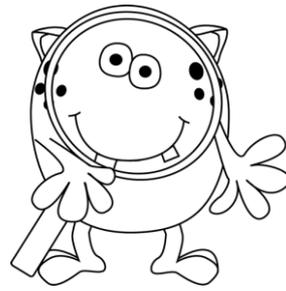


**35,4**

*354 dixièmes*

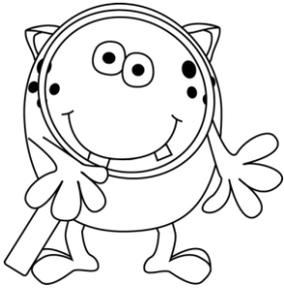


$$\frac{22}{10}$$

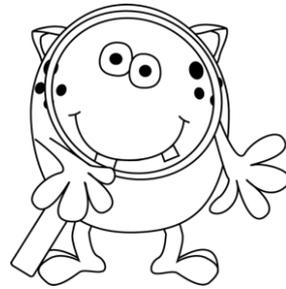


$$2,2$$

*22 dixièmes*

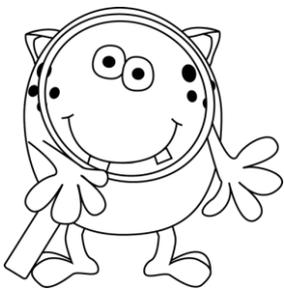


$$\frac{220}{100}$$

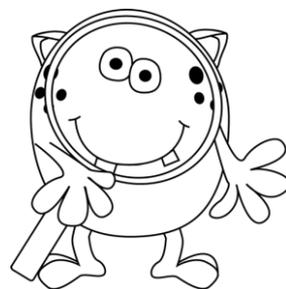


$$2,20$$

*5 unités et 2 centièmes*

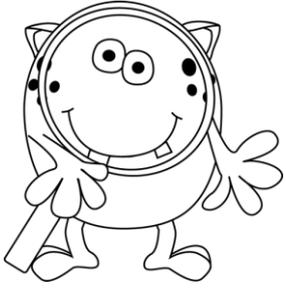


$$\frac{502}{100}$$

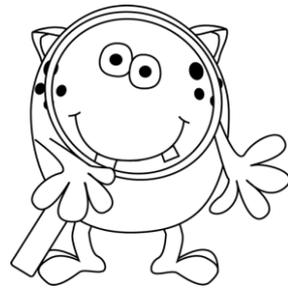


$$5,02$$

*502 centièmes*

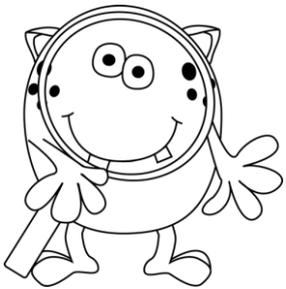


$$\frac{52}{10}$$

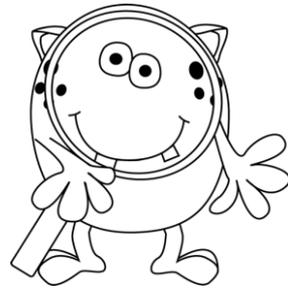


$$5,2$$

*52 dixièmes*

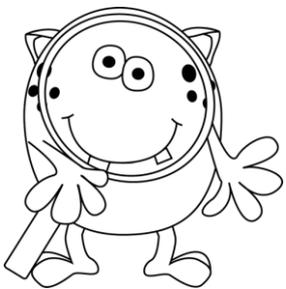


$$\frac{5}{100}$$

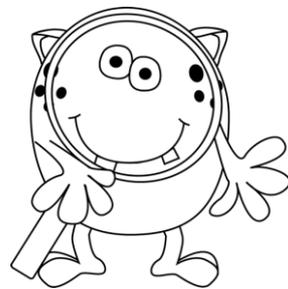


$$0,05$$

*5 centièmes*



$$5 + \frac{2}{100}$$



$$0,5$$

*5 dixièmes*

JUNGLE  
SPEED

DECIMAUX

[jeuxdecole.wifeo.com](http://jeuxdecole.wifeo.com)

# JUNGLE SPEED

## DECIMAUX

### Règle du jeu

Toutes les cartes sont distribuées aux joueurs. Un totem (petite bouteille en plastique par exemple) est placé au centre.

Tour à tour, les joueurs retournent la carte qui se trouve au-dessus de leur paquet. Lorsque des joueurs ont une carte avec le même nombre (par exemple 5,02 et 502 centièmes), ils doivent attraper le totem. Celui qui attrape le totem en premier, donne toutes ses cartes recouvertes au joueur qui possédait la carte de même valeur que lui. Si plusieurs joueurs attrapent le totem en même temps, le gagnant est celui ayant la main la plus en dessous.

Si un joueur attrape le totem alors qu'aucune carte retournée ne correspond à la sienne, il récupère toutes les cartes retournées des autres joueurs.

Quand un joueur récupère des cartes, il les met sous la pile et recommence la partie en retournant la carte du dessus de son paquet.

Le vainqueur de la partie est celui qui s'est débarrassé de toutes ses cartes en premier.