



Work Place Instructions 7B Racing Fractions page 1 of 2

Each pair of players needs:

- 7B Racing Fractions Game Board (1 copy per player)
- 5 red game markers
- 5 blue game markers
- 1 deck of Number Cards with the 0s, 5s, 7s, 9s, 10s, and wild cards removed

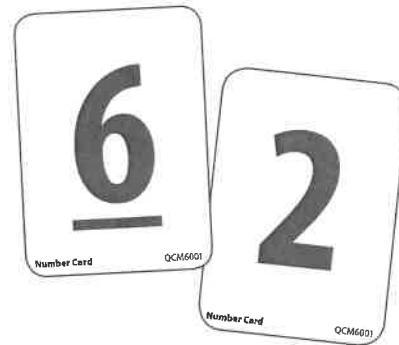
- 1 Players decide who will play with the red game markers and who will play with the blue markers. Then both players place one of their game markers at the beginning of each number line on their own game board.
- 2 Players shuffle the Number Cards and lay them face-down in a stack. Each player draws two cards, and uses them to form a fraction. The player with the larger fraction goes first. Players put the cards just drawn at the bottom of the stack.
Players must use the smaller of the two numbers they drew as the numerator, and the larger as the denominator now and throughout the game.
- 3 Player 1 draws two new cards, uses them to form a fraction, and moves one or more game markers the distance shown on the card. Player 2 checks Player 1's work.

Unit 7 Module 4 | Session 1 class set, plus 1 for display

NAME Angela | DATE _____

7B Racing Fractions Game Board

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Player 1 OK, I got a 6 and a 2. I have to use the smaller number on the top of the fraction, so that's two-sixths. I think I'm just going to move the marker on the line for the sixths—one-sixth, two-sixths, your turn!

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- 4** Then Player 2 draws two Number Cards and takes a turn. Player 1 checks the second player's work.
- 5** Players continue to take turns and check each other's work until one player's game markers are all on 1. If Player 1 is the first to get all of her markers on 1, Player 2 may take one last turn.
- If a player cannot find a possible move for a card he has drawn, the player loses the turn.
 - Players may also move game markers backward. For example, if a player gets the cards 2 and 3 to make the fraction $\frac{2}{3}$, she can move one marker up $\frac{1}{3}$ and another back $\frac{2}{6}$. The sum of the moves still needs to equal the value of the fraction.
 - Players must go out exactly. In other words, if a player has all his markers except one on 1, with just $\frac{1}{4}$ left to go on one line, and he draws a 1 and a 2 to form the fraction $\frac{1}{2}$, he loses the turn.

Game Variations

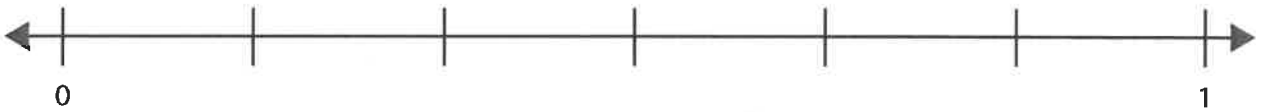
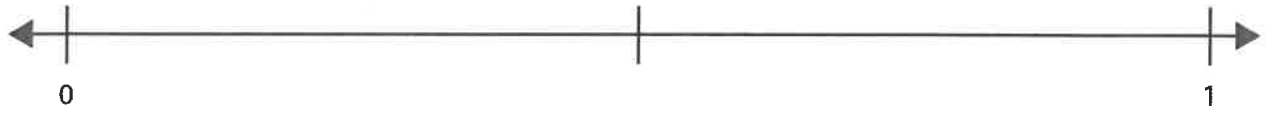
- A** Play cooperatively. Players can work together and help each other finish the track in a certain time period.
- B** Both players place one of their game markers at the end of each number line on their own game board. Then they race to see who can be first to get the markers on all their lines back to 0.
- C** Players can use either of the cards they draw on a given turn as the numerator or the denominator. For example, if a player draws the cards 6 and 3, she can arrange those cards to form either $\frac{3}{6}$ or $\frac{6}{3}$.

NAME _____

DATE _____



7B Racing Fractions Game Board





7B Fraction Frames

Numerator

Smaller Number

Numerator

Smaller Number

Denominator

Larger Number

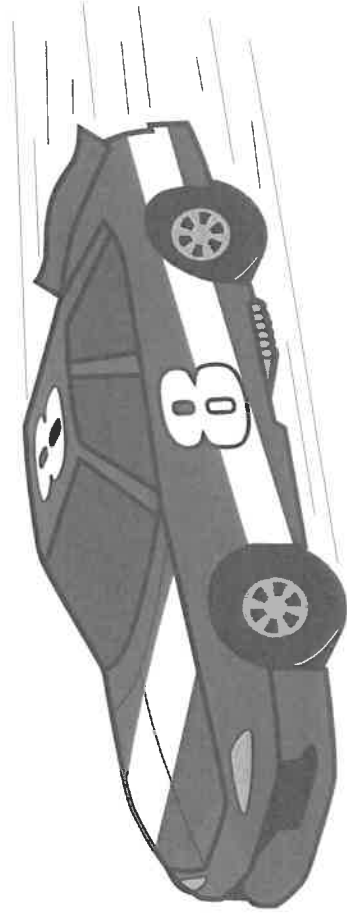
Denominator

Larger Number

I drew the numbers _____ and _____.
number number

I will make the fraction _____.
fraction

I will move _____ on the line
number
and will land on _____.
number



I need _____ to get to the 1 on the _____ line.
number number

