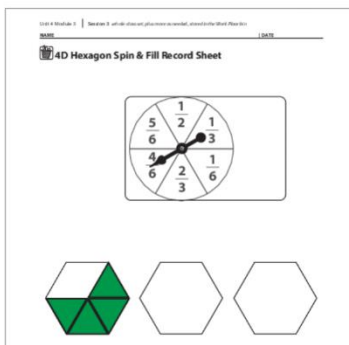




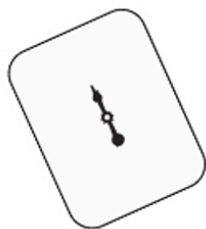
# 4D Hexagon Spin & Fill

## Materials

Each person needs a recording sheet:

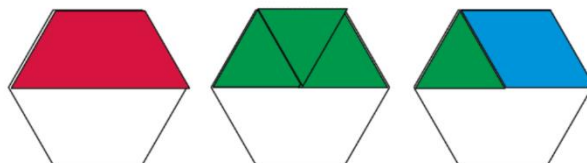
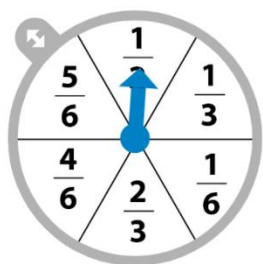


You will share a clear spinner and a container of pattern blocks



## How to Play

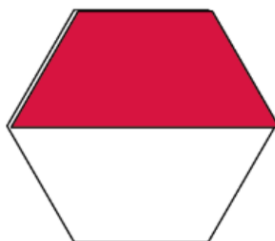
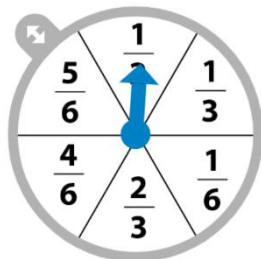
**Step 1:** Player 1 spins the spinner and takes the pattern block(s) to represent the fraction and places the block or blocks on the first hexagon on their sheet. For example, if I spun  $\frac{1}{2}$  you could get a red trapezoid, three green triangles, or a triangle and a rhombus.



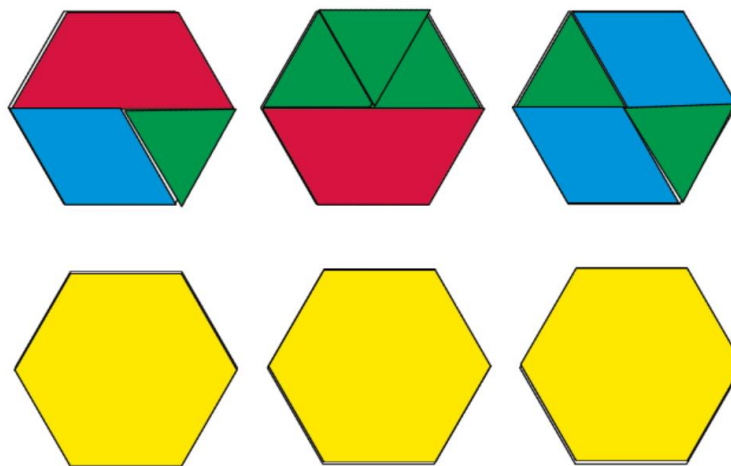


# 4D Hexagon Spin & Fill

**Step 2:** You should always have the smallest number of pieces possible. So see if you can make a trade. For example, if I spun  $\frac{1}{2}$ , I would want to use the red trapezoid only since that is 1 piece instead of 2 or 3.



**Step 3:** Keep taking turns until one player fills up all three of their hexagons. You may have “leftover pieces” at the end of the game.



## Game Variations:

- Write equations that represent the fractional amounts that made up each cookie before trading.
- Spin twice. Add the two amounts and take that amount in pattern blocks.
- Play as normal, but you must end with exactly three hexagons. No leftovers allowed!!! So, if you spin an amount that is too large for what you have left you must keep spinning until the piece exactly fits the last hexagon.