

Rolling, Rolling, Rolling



Building Fluency: equivalence - review

Materials: gameboard, 10 markers of one color per person, and a pair of standard dice (1-6)

Number of Players: 2

Directions:

1. Each player needs 10 markers of one color.
2. Players take turns rolling 2 number cubes and making a fraction. The players may cover an equivalent fraction on the game board.
3. If a player rolls doubles, they may roll again and either cover the equivalent fraction rolled or remove an opponent's marker.
4. The first player to get 3 in a row in any direction wins.

Variation/Extension: Students may create their own fraction gameboards. Another way to modify the game is to change the die (1-9).

$\frac{4}{20}$	$\frac{12}{16}$	$\frac{6}{9}$	$\frac{12}{20}$	$\frac{6}{12}$
$\frac{20}{30}$	$\frac{12}{15}$	$\frac{8}{20}$	$\frac{20}{24}$	$\frac{12}{24}$
$\frac{3}{12}$	$\frac{3}{18}$	$\frac{4}{24}$	$\frac{5}{15}$	$\frac{4}{12}$
$\frac{7}{14}$	$\frac{4}{8}$	$\frac{9}{12}$	$\frac{5}{10}$	$\frac{3}{9}$
$\frac{10}{25}$	$\frac{8}{12}$	$\frac{15}{25}$	$\frac{12}{18}$	$\frac{9}{15}$