Fraction Go Fish

Building Fluency: decimal notation for fractions

Materials: Go Fish Card

Number of Players: 4

Directions:

- 1. Each player is dealt 5 cards from the deck. The remaining cards are in a pile face down.
- 2. Players look at their 5 cards. If they are holding any matches, they set those aside.
- 3. The player whose turn it is asks another player for a particular card. Example: if Ryan has $\frac{51}{100}$, he asks Emily "Do you have $\frac{5}{10}$ + $\frac{1}{100}$?
- 4. If the player has the card, they must hand it over. If they do not have the card, they say "Go Fish" and the first player draws a card from the middle pile. If they make a pair, they set those cards aside.
- 5. Play continues to the player on the left.
- 6. The game is over once all the pairs are found.

Note to Teacher: Before having students play this game, review possible ways that students can ask for matching cards. There are 2 types of pairs: $\frac{90}{100}$ and $\frac{9}{10}$ or $\frac{51}{100}$ or $\frac{5}{10}$ + $\frac{1}{100}$ OR Players need to be able to ask each other for the opposite card in the pair.

Variation/Extension: Students can create their own set of fish cards. Additional blank cards are included for your conviencene.

$$\frac{2}{10} + \frac{3}{100} \qquad \frac{5}{10} + \frac{2}{100} \qquad \frac{8}{10} + \frac{9}{100} \qquad \frac{3}{10} + \frac{4}{100}$$

$$\frac{4}{10} + \frac{5}{100} \qquad \frac{1}{10} + \frac{5}{100} \qquad \frac{9}{10} + \frac{1}{100} \qquad \frac{6}{10} + \frac{8}{100}$$

$$\frac{1}{10} + \frac{1}{100}$$
 $\frac{7}{10} + \frac{6}{100}$

<u>9</u>	<u>90</u>	<u>8</u>	<u>80</u>
10	100	10	100
<u>1</u>	<u>10</u>	<u>3</u>	<u>30</u>
10	100	10	100
<u>6</u>	<u>60</u>	<u>7</u>	<u>70</u>
10	100	10	100
<u>52</u>	<u>34</u>	<u>68</u>	<u>45</u>
100	100	100	100
<u>91</u>	<u>11</u>	<u>2</u>	<u>20</u>
100	100	10	100
<u>15</u>	<u>23</u>	<u>5</u>	<u>50</u>
100	100	10	100
<u>76</u> 100	<u>89</u> 100		