

Fraction Capture

Grade
5

Strand Operations and Computation

Skill Practice naming equivalent fractions

Games Kit Materials (per group)

- Game Master 80 (directions)
- Game Master 81 (gameboard master)
- 2 dice

Players 2

OPTIONS FOR INDIVIDUALIZING

GRADES	K	1	2	3	4	5	6
ENRICHMENT				✓	✓		
CORE PROGRAM						✓	
RETEACHING AND PRACTICE							✓

Object of the game To capture more squares on the *Fraction Capture* Gameboard Master.

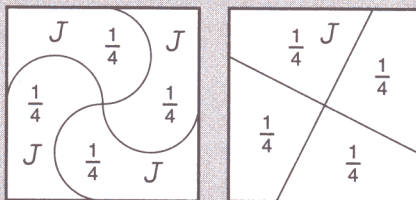
Directions

- Player 1 rolls the dice and makes a fraction with the numbers that come up. The number on either die can be the denominator. The number on the other die becomes the numerator.

A fraction equal to a whole number is NOT allowed. For example, if a player rolls 3 and 6, the fraction can't be $\frac{6}{3}$, because $\frac{6}{3}$ equals 2.

- Player 1 initials sections of one or more gameboard squares to show the fraction formed. This **claims** those sections for the player.

EXAMPLE The player rolls a 4 and 5 and makes $\frac{5}{4}$. The player claims five $\frac{1}{4}$ sections by initialing them.



- Equivalent fractions can be claimed. For example, if a player rolls 1 and 2 and makes $\frac{1}{2}$, the player can initial one $\frac{1}{2}$ section of a square, or two $\frac{1}{4}$ sections, or three $\frac{1}{6}$ sections.

Game Master 80

Name _____ Date _____ Time _____

Fraction Capture

Materials ☐ Fraction Capture Gameboard (Game Master 81)
☐ 2 dice

Players 2

Object To capture the most squares on the Fraction Capture Gameboard.

Directions

- Player 1 rolls the dice and makes a fraction with the numbers that come up. The number on either die can be the denominator. The number on the other die becomes the numerator. A fraction equal to a whole number is NOT allowed. For example, if a player rolls 3 and 6, the fraction can't be $\frac{6}{3}$, because $\frac{6}{3}$ equals 2.
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Example The player rolls a 4 and 5 and makes $\frac{5}{4}$. The player claims five $\frac{1}{4}$ sections by initialing them.
- Equivalent fractions can be claimed. For example, if a player rolls 1 and 2 and makes $\frac{1}{2}$, the player can initial one $\frac{1}{2}$ section of a square, or two $\frac{1}{4}$ sections, or three $\frac{1}{6}$ sections.
- The fraction may be split between squares. For example, a player can show $\frac{1}{2}$ by claiming $\frac{1}{4}$ on one square and $\frac{1}{4}$ on another square. However, all of the fractions must be shown.
- Players take turns. If a player can't form a fraction and claim enough sections to show that fraction, the player's turn is over.
- A player captures a square when that player has claimed sections making up more than $\frac{1}{2}$ of the square. If each player has initialled $\frac{1}{2}$ of a square, no one has captured that square.
- Blocking is allowed. For example, if Player 1 initials $\frac{1}{4}$ of a square, Player 2 may initial the other half, so that no one can capture the square.
- Play ends when all of the squares have either been captured or blocked. The winner is the player who has captured more squares.

Fraction Capture Game Masters 283

Game Master 81

Name _____ Date _____ Time _____

Fraction Capture Gameboard **Game Master 81**

Fraction Capture

Game Master 80

Materials
☐ *Fraction Capture* Gameboard (Game Master 81)

☐ 2 dice

Players

2

Object To capture the most squares on the *Fraction Capture* Gameboard.

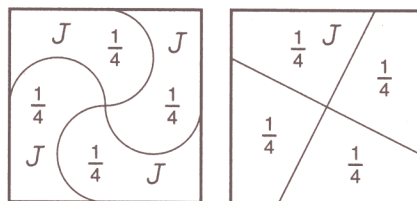
Directions

1. Player 1 rolls the dice and makes a fraction with the numbers that come up. The number on either die can be the denominator. The number on the other die becomes the numerator.

A fraction equal to a whole number is NOT allowed. For example, if a player rolls 3 and 6, the fraction can't be $\frac{6}{3}$, because $\frac{6}{3}$ equals 2.

2. Player 1 initials sections of one or more gameboard squares to show the fraction formed. This **claims** the sections for the player.

Example The player rolls a 4 and 5 and makes $\frac{5}{4}$. The player claims five $\frac{1}{4}$ sections by initialing them.



- Equivalent fractions can be claimed. For example, if a player rolls 1 and 2 and makes $\frac{1}{2}$, the player can initial one $\frac{1}{2}$ section of a square, or two $\frac{1}{4}$ sections, or three $\frac{1}{6}$ sections.
 - The fraction may be split between squares. For example, a player can show $\frac{4}{3}$ by claiming $\frac{2}{3}$ on one square and $\frac{2}{3}$ on another square. However, **all** of the fractions must be shown.
3. Players take turns. If a player can't form a fraction and claim enough sections to show that fraction, the player's turn is over.
 4. A player **captures** a square when that player has claimed sections making up **more than** $\frac{1}{2}$ of the square. If each player has initialed $\frac{1}{2}$ of a square, no one has captured that square.
 - Blocking is allowed. For example, if Player 1 initials $\frac{1}{2}$ of a square, Player 2 may initial the other half, so that no one can capture the square.
 5. Play ends when all the squares have either been captured or blocked. The winner is the player who has captured more squares.

Name _____

Date _____

Time _____

Fraction Capture Gameboard

Game Master 81
