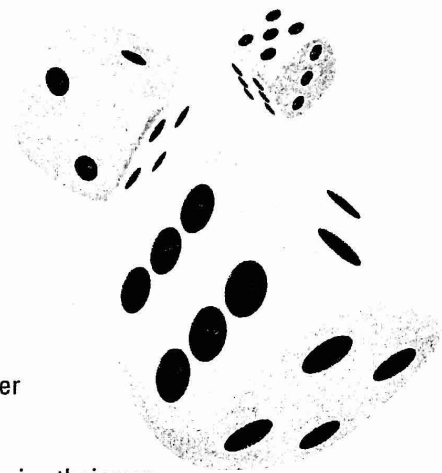


Fraction “Close To” Game



Building Fluency: adding fractions

Materials: die and gameboard

Number of Players: 2

Directions:

1. Players agree upon the target sum (1/2, 1, or 2) at the beginning of each round.
2. Player 1 rolls the die and uses the digit shown as the denominator for both fractions.
3. Player 2 does the same for their fractions. Players may have different denominators.
4. The students then take turns rolling the die and determining whether to place the number in a numerator box or a throw away box.
5. Students receive a maximum of 4 rolls after the denominator is determined.
6. After the students have their two numerators placed, they add their fractions and determine their sum.
7. The student closest to the target sum receives a point. The student who reaches 5 points first is the winner.

Variation/Extension: Students can change the number reached to be the winner.

$\frac{\boxed{}}{\boxed{}} + \frac{\boxed{}}{\boxed{}} = \boxed{}$	TARGET SUM:
	THROW AWAY BOXES:

PLAYER 1

$$\frac{\square}{\square} + \frac{\square}{\square} = \square$$

TARGET SUM:

THROW AWAY BOXES:

$$\frac{\square}{\square} + \frac{\square}{\square} = \square$$

TARGET SUM:

THROW AWAY BOXES:

$$\frac{\square}{\square} + \frac{\square}{\square} = \square$$

TARGET SUM:

THROW AWAY BOXES:

$$\frac{\square}{\square} + \frac{\square}{\square} = \square$$

TARGET SUM:

THROW AWAY BOXES:

$$\frac{\square}{\square} + \frac{\square}{\square} = \square$$

TARGET SUM:

THROW AWAY BOXES:

PLAYER 2

$$\frac{\square}{\square} + \frac{\square}{\square} = \square$$

TARGET SUM:

THROW AWAY BOXES:

$$\frac{\square}{\square} + \frac{\square}{\square} = \square$$

TARGET SUM:

THROW AWAY BOXES:

$$\frac{\square}{\square} + \frac{\square}{\square} = \square$$

TARGET SUM:

THROW AWAY BOXES:

$$\frac{\square}{\square} + \frac{\square}{\square} = \square$$

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THROW AWAY BOXES:

$$\frac{\square}{\square} + \frac{\square}{\square} = \square$$

TARGET SUM:

THROW AWAY BOXES: