

FRIENDLY FRACTIONS

LEVEL:

Grade 4 and up

SKILLS:

Comparing fractions

PLAYERS:

2

EQUIPMENT:

Two 12-sided dice or cards
(Ace=1)-10, Jack=11,
Queen=12, paper, pencil

GETTING STARTED:

Each player rolls the two dice and creates the largest fraction possible. Players verbalize and record their fractions. Players compare their fractions and the player with the greatest fraction earns 1 point.

EXAMPLE:

Player One: Roll = 7 and 9: $\frac{9}{7} = 1\frac{2}{7}$. Player One verbalizes "one and two-sevenths".

Player Two: Roll = 6 and 3: $\frac{6}{3} = 2$. Player Two verbalizes "two-wholes" or "two".

Player Two earns 1 point and now verbalizes "two-wholes are greater than one and two-sevenths".

In the event of a tie, players roll new fractions, re-compare and the player with the greatest fraction for that round earns 2 points.

If all else fails
play this one... it's our
friendliest game of all. Play it
with a friend or a friend of a
friend or a friend of a friend of
a friend or their friend or...
ENOUGH ALREADY!



Trading Places

Help your child learn decimals while playing this exciting game. The objective is to make the largest number that you possibly can! Your kid will quickly learn the difference between tenths and hundredths as she tries to beat her opponent. Because you'll be equating numbers after the decimal place with "cents," this game is also a great way to help her get a handle on money.

What You Need:

- Paper
- Pencil
- Deck of cards (Remove face cards, tens and Jokers)

What You Do:

1. Each player should create her own scorecard on a horizontal sheet of paper. Divide the paper into 5 columns, with a decimal point after the third column. At the top of each column write the following in order from left to right: Hundreds, Tens, Ones (decimal point), Tenths, Hundredths.
2. Have your child shuffle the deck and deal 5 cards to each player, placing them face down.
3. When you say, "Go!" players flip their cards over and arrange them in order to create the largest number possible.
4. When finished, players should compare cards. The player who has the largest number wins a point. If the results are equal, each player receives a point.
5. Have the players record their numbers on the place value mat.
6. Whoever has the highest score after the fifth round wins!

Variations: Play the game again. This time, have two players try to create the lowest number possible.

Helpful Tip: For younger players, remove the decimal point from the place value mat.

