

Fraction Action

Object: to make two fractions whose sum is close to 1

Materials needed: four number cubes for each group, paper and pencil for each player

Number of players: 2 or more

Teacher Preparation

none

Game Play

• **Playing the game**

Players take turns rolling the four number cubes. After rolling, a player uses the numbers shown on the cubes to make two fractions. Each number may only be used once. The player then finds the sum of the two fractions.

To determine his or her score for the turn, the player finds the positive difference between the sum of the fractions and 1 (if the sum is greater than 1, subtract 1 from the sum; if the sum is less than 1, subtract the sum from 1). Each player should keep a cumulative score for the game by adding his or her scores from each turn.

Play continues until each player has had the same number of turns. The length of the game can be determined either in advance or by time constraints.

• **Winning the game**

The winner is the player with the lowest cumulative score at the end of the game.

• **Variations**

Players subtract one fraction from the other instead of adding.

Players attempt to get the highest cumulative score to win.

Discussion

Encourage students to discuss their strategies. How did they decide which numbers to use as numerators and which to use as denominators?