**Fraction Capture**

**Materials:**

Fraction Capture Gameboard

2 dice

**Directions:**

* Player 1 rolls the dice and makes a fraction with the numbers. 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 the sections for the player. Ex. The player rolls 4 and 5 and makes $\frac{5}{4}$. The player can claim five $¼ $sections by initialing them.
* Equivalent fractions can be claimed. Ex. If 1 and 2 are rolled to make ½, a player can claim two ½ sections or three $\frac{1}{6}$ sections.
* Play ends when all squares have been captured or blocked. The winner is the player who has captured more squares.