Fraction Capture

Materials:

Fraction Capture Gameboard

2 dice

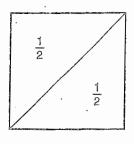
Directions:

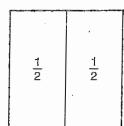
- Player 1 rolls the dice and makes a fraction with the numbers. The number on either die can be the denominator. The number on the other die becomes the numerator.
- A fraction equal to a whole number is NOT allowed. For example, if a player rolls 3 and 6 the fraction can't be $\frac{6}{3}$ because $\frac{6}{3}$ 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 ⁵/₄. The player can claim five ½ sections by initialing them.
- Equivalent fractions can be claimed. Ex. If 1 and 2 are rolled to make $\frac{1}{6}$, a player can claim two $\frac{1}{6}$ 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.

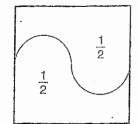
Fraction Capture Gameboard

Game 81 Master 81



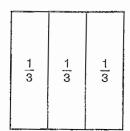


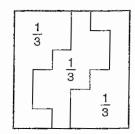




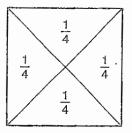
1		
		1/2
		2
	$\frac{1}{2}$	
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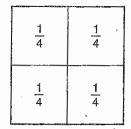
<u>1</u> 3	
$\frac{1}{3}$	
<u>1</u> 3	

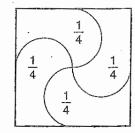




1/3		1/3
	1/3	







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1	1		
	4	/ 1	١
1		$\sqrt{4}$	
	1 /		1
.	$\frac{1}{4}$	1	1
		4	ı
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1 5	1 5	1- J5	1.5	1 5
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<u>1</u> 5
<u>1</u> 5
<u>1</u> 5
<u>1</u> 5
<u>1</u> 5

5			1 5
	<u>1</u> 5	_	
<u>1</u> 5			1 5

<u>1</u> 5	1 5
	1 <u>1</u> 5
1 5	1 5

<u>1</u>	- <u>1</u> 6
` <u>1</u>	<u>1</u> ,
<u>1</u>	<u>1</u>

1 6	<u>1</u> 6	<u>1</u> 6	1 6	16	1 6

_		
1/6	1/6	1 6
1/6	$\frac{1}{6}$	<u>1</u> 6

1/6	1/6	1/6
1 6		<u>1</u>