

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 $\frac{1}{4}$ sections by initialing them.
- Equivalent fractions can be claimed. Ex. If 1 and 2 are rolled to make $\frac{1}{2}$, a player can claim two $\frac{1}{2}$ 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 Master 81

