

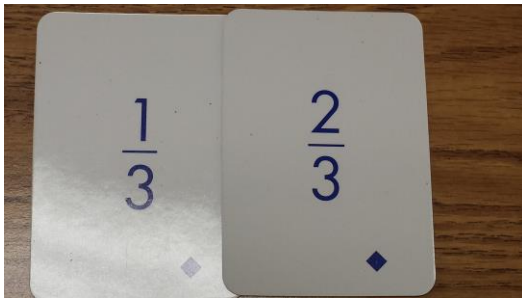
Fraction Fluency Practice: ONE - Addition
(grades 4-5)

Players: groups of 3-5 (1 person is the leader, the others are the players)

Materials: Investigations Fraction Cards – remove all fractions >1 , mini white board & marker (if needed to add)

How to Play: The Leader shuffles the deck and deals 6 cards to each player (not himself/herself). Place the remaining cards face down in front of the Leader. Players may look at their hand and should keep their cards hidden from the other players. Each player looks in his/her hand for any pairs or trios that add up 1 whole and lays the cards down face up for everyone to see (similar to Go Fish, except not finding matches). Cards that are already equivalent to 1 (such as $2/2$) can be laid down individually.

Examples:



After each player has laid down any combinations of 1 they were dealt, the game begins. When the leader counts to 3, the leader flips the top card over. Each player looks to see if he/she has a card that would add up to 1 whole. If so, the player lays it down on top of the card and takes the pair. The first player to get rid all of his/her cards becomes the new Leader and a new round begins.

If it is not possible to add up to 1 whole with only 2 cards, players may look in their hand for a third card that would add up to 1 whole.

Example: The Leader flips over $7/10$. Each player is looking for the $3/10$ card in their hand, but no one has yet. One player has the $1/10$ and $2/10$ cards. He/she lays both cards down with $7/10$ to create 1 whole.