

Flip Over Fractions

Common Core State Standard: Numbers and Operations- Fractions 4.1: Explain why a fraction is equivalent to a fraction using visual fraction models...

Materials used for this game: Flip Over Fractions available through RAFT at www.raftstore.net



- 1) Together, arrange your fraction wall with the fraction bricks as seen below:
- 2) Decide who goes first.
- 3) Roll both dice to create a fraction:

Example - Numerator = 4 sided die

Denominator = 12 sided die

If you roll an improper fraction, roll again.

1											
1/2						1/2					
1/3				1/3				1/3			
1/4			1/4			1/4			1/4		
1/5			1/5			1/5			1/5		
1/6		1/6		1/6		1/6		1/6		1/6	
1/8	1/8	1/8	1/8	1/8	1/8	1/8	1/8	1/8	1/8	1/8	1/8
1/10	1/10	1/10	1/10	1/10	1/10	1/10	1/10	1/10	1/10	1/10	1/10
1/12	1/12	1/12	1/12	1/12	1/12	1/12	1/12	1/12	1/12	1/12	1/12

- 4) Flip over equivalent fraction brick(s) on your "wall". If you roll $\frac{1}{4}$, you can flip over the $\frac{1}{4}$ brick so it is face down, or you can flip over two $\frac{1}{8}$ pieces.
- 5) Take turns rolling the dice to create fractions and flip over the brick or bricks that equal that fraction. You may pass if there are no bricks to turn over.
- 6) Try to flip over all the fractions in each row.
- 7) The game can also be played with 2 teams of 2 partners per team. Each team can build their own fraction wall. One team member can roll to determine the fraction brick that the other team member can turn over. The first team to turn over all fraction bricks on their wall will win. Team members should collaborate to identify equivalent fractions. For more information, including alternative ways of playing, refer to the RAFT instruction sheet.

Congratulations! Knowing equivalent fractions will help us add, subtract, multiply and divide fractions!