Why

To reinforce the understanding of fractions and mixed numbers

- **Mixed numbers are those that have a whole number and a fraction together.**

How

- Each player takes the equivalent of 6 wholes out of his or her fraction kit, using wholes, 1/2's, 1/3's, 1/4's, 1/6's, 1/8's, 1/12's, and 1/16's.
- At the beginning of each round, the players bet on whether the lead player will toss heads or tails.
- The players decide together how much to bet for the round, say 2 1/4. Each player puts that amount of fraction pieces into the pot and announces his or her bet: heads or tails.
- The lead player tosses the coin.
- The lead player divides the pot evenly among the winners. The winners are responsible for checking that they were given the correct amount.
- If an error was made, the lead player forfeits 1/4 extra for the next pot.
- If the pot cannot be divided evenly among the winners, the extra pieces can be left to sweeten the next pot—or traded for smaller pieces (1/12's or 1/16's) that can be divided evenly. For example, if 1/4 is left over with three winners, trade 1/4 for 3/12.
- Lead player passes to the left after each round.
- Play continues for a specified number of rounds, say 5 or 10; or a specified time, say 5 to 20 minutes; or until one player has won all of the other players' fraction pieces.

**TOOLS**

- Fraction Kit for each player (see pages 120-123)
- Pennies

A game for 3–8 players