

Judy's Fractions

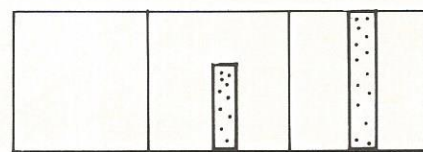
Why

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, $\frac{1}{2}$'s, $\frac{1}{3}$'s, $\frac{1}{4}$'s, $\frac{1}{6}$'s, $\frac{1}{8}$'s, $\frac{1}{12}$'s, and $\frac{1}{16}$'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 $2\frac{1}{4}$. 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 $\frac{1}{4}$ 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 ($\frac{1}{12}$'s or $\frac{1}{16}$'s) that can be divided evenly. For example, if $\frac{1}{4}$ is left over with three winners, trade $\frac{1}{4}$ for $\frac{3}{12}$.
- 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.



Grade Level

TOOLS

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

Pennies

*A game for
3–8 players*

