Equivalent Fraction Roll

Materials: 6 die

Directions:

1. Player 1 rolls 2 die and makes a fraction with the 2 amounts shown on the die. If you roll any fives, they count as a wild card and can be any number you'd like.
2. Player 2 rolls 6 die and tries to create a fraction that is equivalent to Player 1's fraction. (remember fives are wild)
3. If you cannot, re-roll as many number die as you'd like. You can re-roll your number cubes twice.
4. If you can make equivalent fractions, record your statement and show or explain how you know the fractions are equivalent.
5. You get 1 point for each pair of equivalent fractions you write.
6. Repeat steps 1-5 starting with Player 2. Play 8 rounds.

	Equivalent Fractions	If an equivalent fraction was created, circle the player who gets the point.		Equivalent Fractions	If an equivalent fraction was created, circle the player who gets the point.
Round 1	☐/☐ = ☐/☐	Player 1 or Player 2	Round 5	☐/☐ = ☐/☐	Player 1 or Player 2
Round 2	☐/☐ = ☐/☐	Player 1 or Player 2	Round 6	☐/☐ = ☐/☐	Player 1 or Player 2
Round 3	☐/☐ = ☐/☐	Player 1 or Player 2	Round 7	☐/☐ = ☐/☐	Player 1 or Player 2
Round 4	☐/☐ = ☐/☐	Player 1 or Player 2	Round 8	☐/☐ = ☐/☐	Player 1 or Player 2