

Fraction Foursome

Game Directions

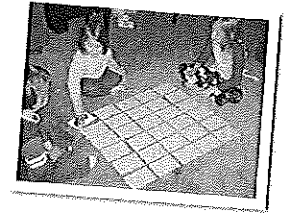
Supplies:

set of **Fraction Foursome cards** (downloadable from math.essdack.org)

Directions:

2-3 player or play in teams

Shuffle all the cards and turn them upside down. Each player/team may turn over two cards and if the picture, name or either of the two representations match, they keep them and turn them face up as a set in front of them. If they do not match, the cards are returned to their original position. As play continues the other two cards that match a set already captured will be turned over. If it is discovered by the player that already holds the original set, they may keep all four cards. If a different player turns up the two cards that match another player's captured set, they may steal the first set from the other player.



The player or team who turns over the most sets is the winner.

Adaptations:

Find Your Fraction Foursome: Hand each student one of the Fraction Foursome cards and have them search for their partners with the matching cards. There will be four in a group; one with the fraction, one with the fraction name, one with the pictorial representation of the fraction as a part of a whole, and one with the pictorial representation of the fraction as a part of a set.

Spoons Variation: For 3-6 players. The object is to be the first person to get a set of four matching cards and pick up a spoon. Students sit in a circle. Place one less spoon than the number of students in the center of the circle with handles facing out. Deal out 4 cards to each student. Dealer keeps the remaining cards face down in front of them. Dealer looks at the first card in the deck and keeps it to make a set of 4 cards or passes it to the player on their left. Players may keep a card and take one from their hand or pass that card onto the next player. Each player hands their discard to the player on their left. The dealer continues looking at cards and passing them on. As the deck of cards is used up, the cards that have been around the circle may be reused. As soon as one person picks up a spoon, all other players try to grab a spoon as well. The player who does not grab a spoon scores a point for the round unless the original player who grabbed a spoon does not have a set of four matching cards. In that case the point would be awarded to the player who took the spoon first.

For subsequent rounds, all cards are reshuffled, and the next player becomes the new dealer. All spoons are placed back in the circle and play continues as before. The player with the fewest points after all rounds is the winner.

Go Fish Variation: 2-4 players. Shuffle all the cards and deal four cards to each player. The rest of the cards are spread out in between all players. The object is to get sets of four cards which form a set (fraction, name, two picture representations). As soon as you have a set of cards you get to place them down in front of you.

The first player asks any of the other players if they have another card in a set. Any player that gives away a card, draws from the draw pile so that they have four cards in their hands. If the second player does not have an equivalent card, they tell the first player to "Go Fish". The first player would then draw from the draw pile. If they form a set with the card they drew, they may not put the set down until their next turn.

Play continues with each player asking for a card they need from another player, until all sets have been put down on the table. The player with the most sets is the winner.

Rummy Variation:

Shuffle the cards and deal six to each player. Place the rest face down with the top card removed and place face up to begin the discard pile.

Following usual Rummy rules, play proceeds around the table with each person drawing the top card from either pile. Player may keep the card they draw and discard one already in their hand or discard the one they draw. Players may never have more than six cards in their hand at the end of their turn.

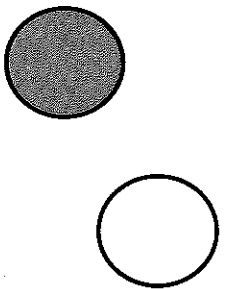
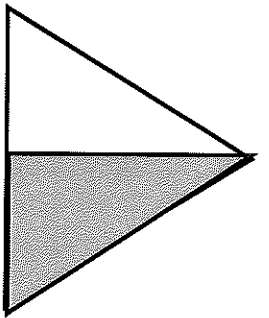
The object of the game is to get rid of all the cards in your hand by forming sets of two cards that are equivalent.

When a player forms a set they lay it down on the table. If someone has a card that can be used in the set they may place it on the table when it is their turn.

The player that is able to lay down all their cards first is the winner.

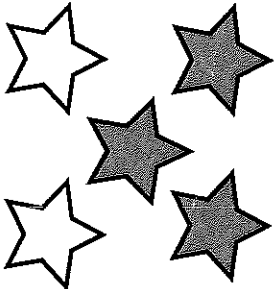
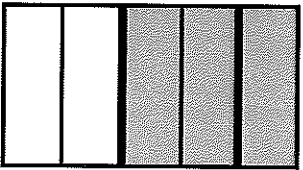
$$\frac{1}{2}$$

one-half



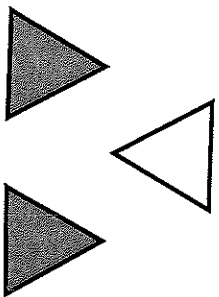
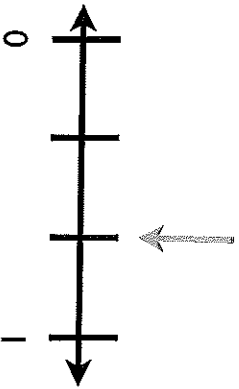
$$\frac{3}{5}$$

three-fifths



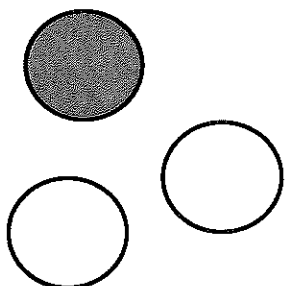
$$\frac{2}{3}$$

two-thirds



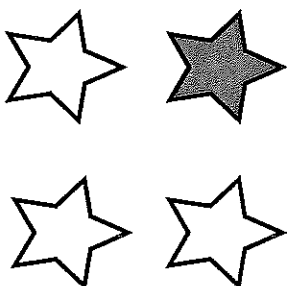
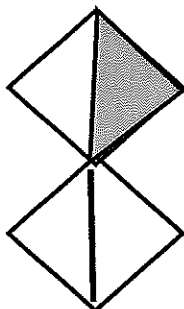
$$\frac{1}{3}$$

one-third



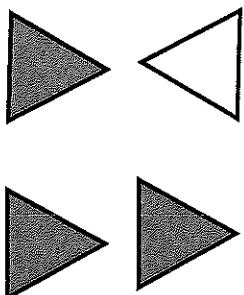
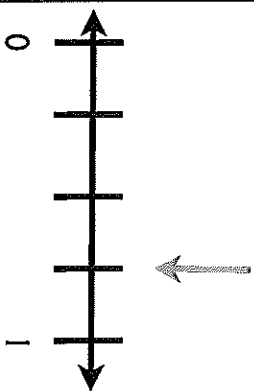
$$\frac{1}{4}$$

one-fourth



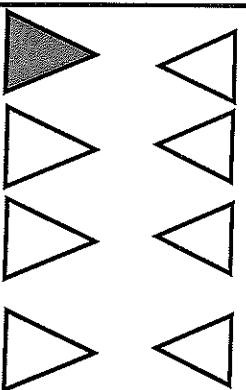
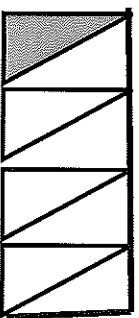
$$\frac{3}{4}$$

three-fourths



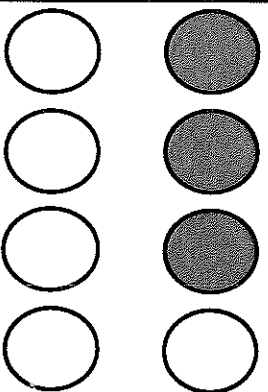
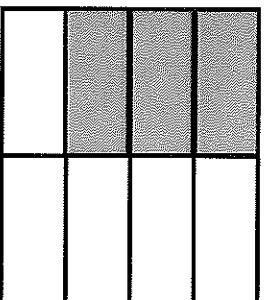
$$\frac{1}{8}$$

one-eighth



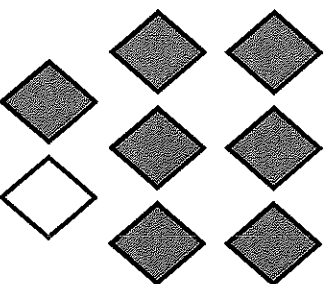
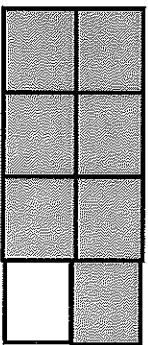
$$\frac{3}{8}$$

three-eighths



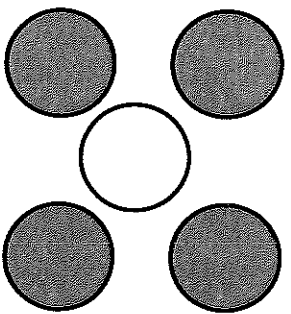
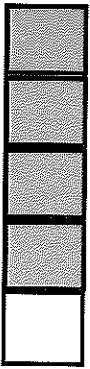
$$\frac{7}{8}$$

seven-eighths



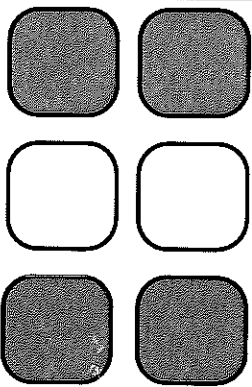
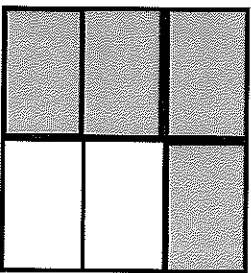
$$\frac{4}{5}$$

four-fifths



$$\frac{4}{6}$$

four-sixths



$$\frac{1}{6}$$

one-sixth

