

ALL THE SAME TO ME

Objective: Demonstrate and describe equivalent mixed numbers and improper fractions [7.N(NC).5].

Materials: All the Same to Me game board, pencil, three 6-sided dice.

Players: 2 players or more players.

Rules:

- [1] Each player needs his or her own game board. The oldest player gets to go first.
- [2] The objective of this game is to build four equivalent mixed and improper fractions in the boxes provided.
- [3] On a turn a player will roll all 3 dice. The player may use any one value rolled, the sum of any 2 values, or the some of all 3 values. This value is placed in one of the boxes on the gamboard. With the following dice the player could make 1, 5, 6, 7, 11 or 12.



- [4] Play passes to the left.
- [5] The first player to build four equivalent fractions is the winner.
- [6] If on a given turn the player cannot make a value which s/he can use the player simply skips that turn and play passes to the left.

Adaptations:

- [1] Begin the game by rolling two dice. The larger value goes in the numerator of the first fraction, the smaller values goes in the denominator. Continue to play as before.
- [2] Allow players to use the difference between any two dice in any combination. In the example above this would allow 4 and 10.
- [3] Permit the use of fractions which reduce to a whole number. For example $8/4 = 2$.

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