



Fraction Catch

Strands:

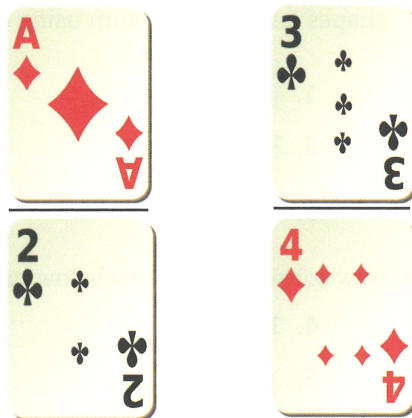
Number & Operations	X
Algebra	
Measurement	
Geometry	
Data & Probability	

Catch the fractions by fitting your fraction between two others.

A fraction ordering card game for 2 to 4 players.

Set-up: Use only cards Ace to 6 where Ace represents the number 1. Each player is dealt six cards, and holds them so others can't see. Turn over the top two cards of the remaining deck. The player to the left of the dealer goes first.

Game play: On a player's turn, he/she places two cards forming a proper fraction. For example, if on the playing field is the fraction $\frac{1}{2}$ and a player forms the fraction $\frac{3}{4}$, this fraction should be placed to the right of $\frac{1}{2}$ as it is larger, as pictured:



Materials:

- Deck of cards

If a player's fraction can be placed between two other fractions, the player picks up all six cards, the lower and higher fraction cards and the ones just played. Therefore, a player may only collect cards if the fraction formed fits between two fractions on the playing field. After the card are played, that player draws two cards for his/her hand. Play continues until no more plays remain. If a player can't catch fractions by placing a fraction between two others, the player must play a fraction on the board in the order of smallest to largest.

Winning: The player with the most cards wins.

Where?

Outside	
Inside	X
On-line	
On-site	

Variations:

Open hand - players play with hands revealed and help each other. Good way to learn.

Quick play - play until someone has a set number of cards, such as 12 or 18.

Calculator check - play with a calculator, where players convert to decimals to check placement and total scores. Include additional cards from 7 to 10.

Improper fractions - As players develop fraction skills, allow players to create improper fractions.