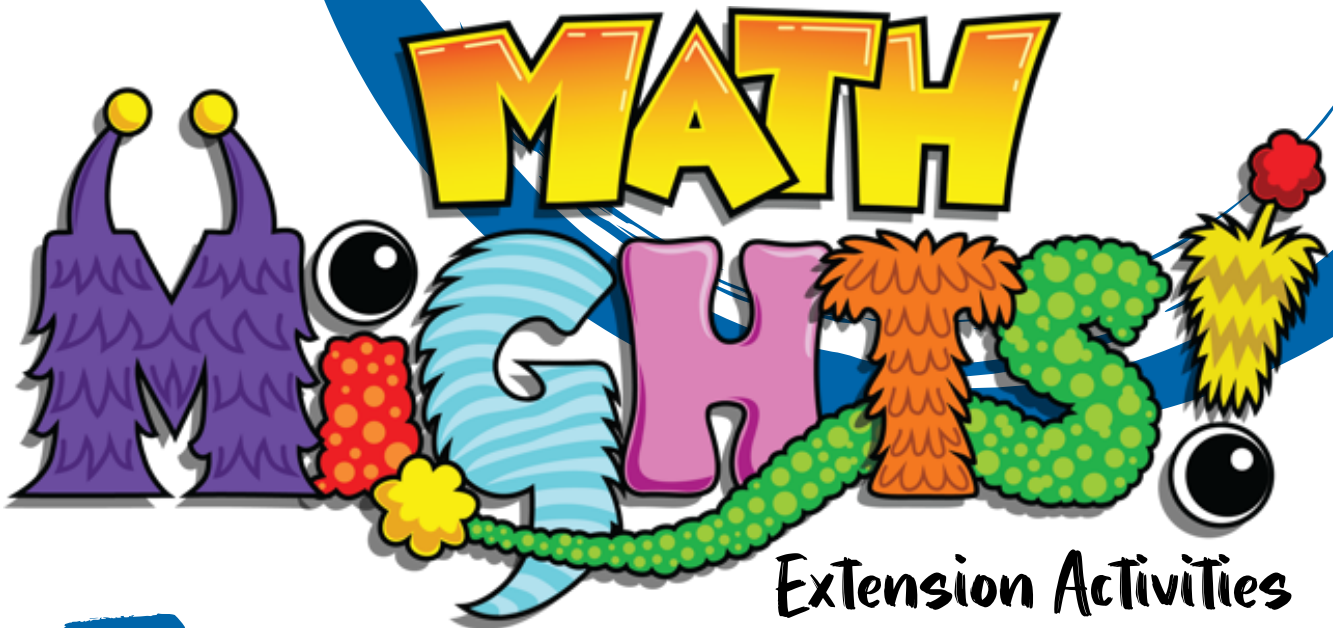


3

Compare with the Same Numerator

Episode #318



Extension Activities



For more resources, visit:

SIS  **TEACHERS**
Strategic Intervention Solutions

mathmights.org

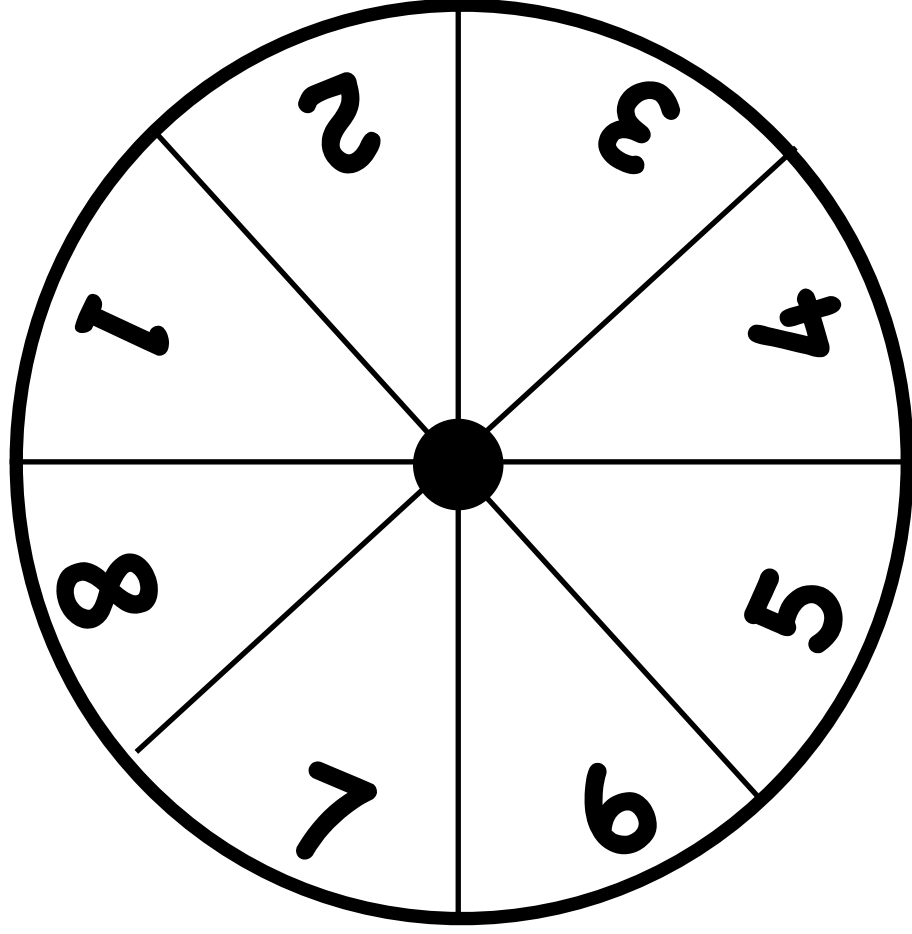


Spin To Win! (same denominator)

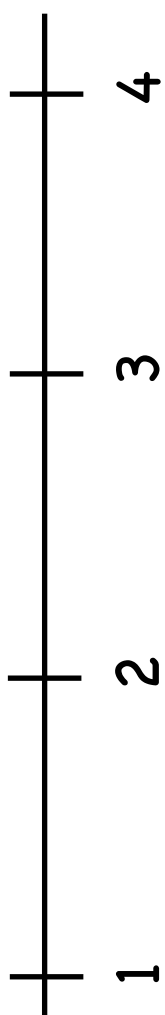
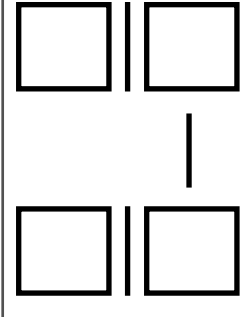
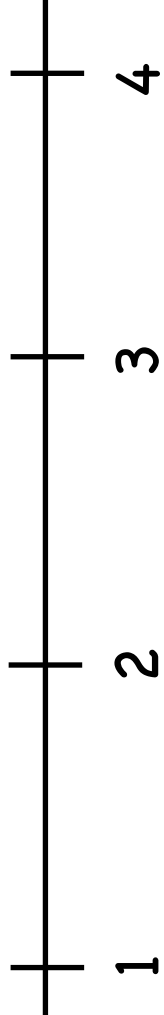
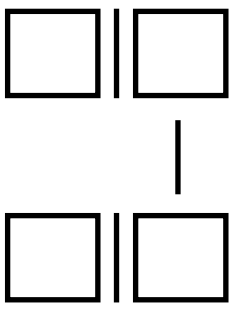
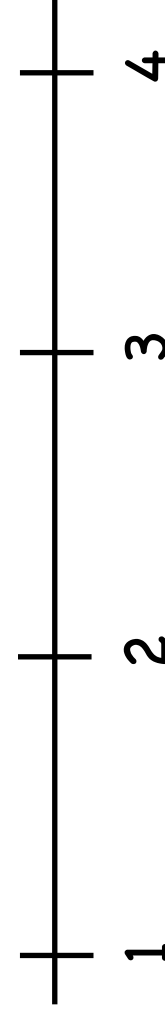
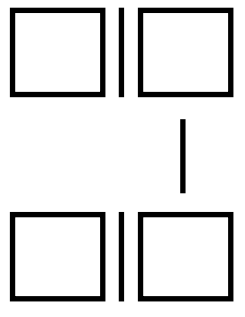
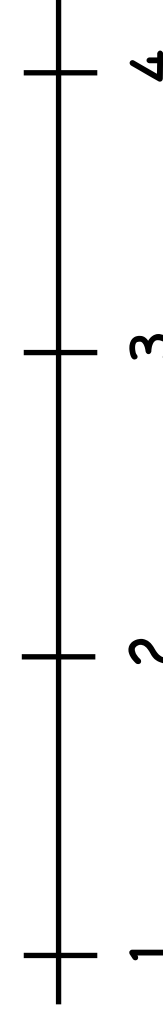
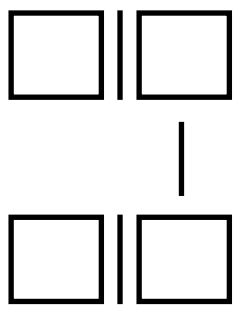

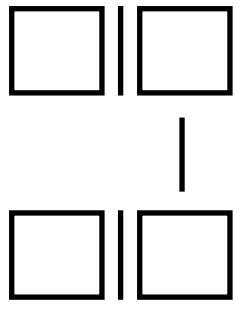
Materials: make a spinner with a pencil and paperclip, 2 different color crayons, recording sheet

Directions:

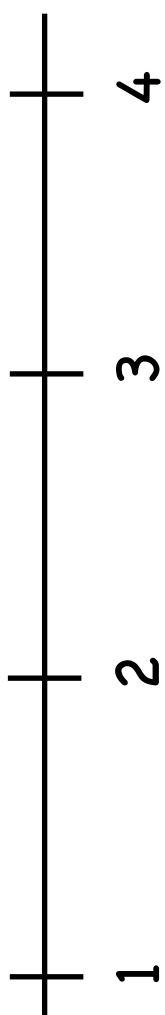
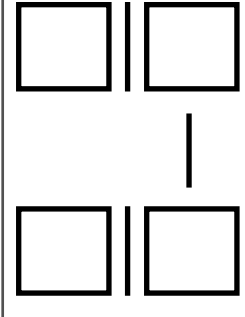
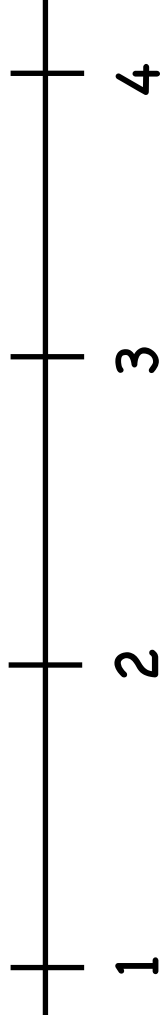
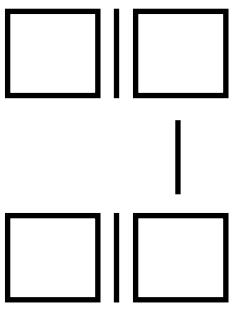
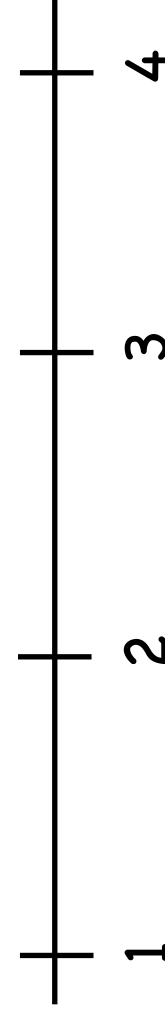
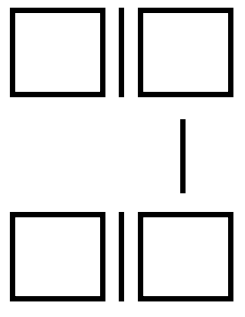
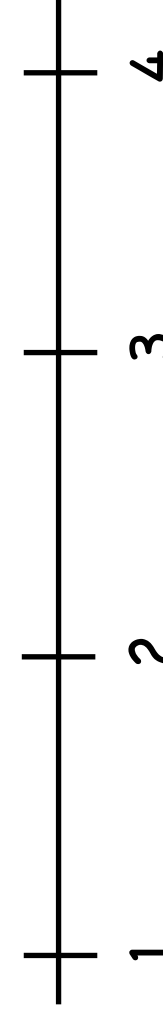
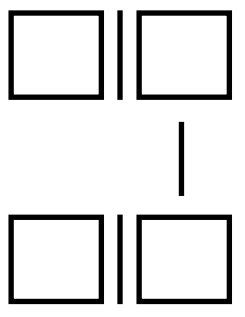

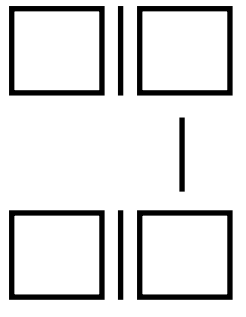
1. Player 1 chooses a denominator for the first round: 2, 3, 4, 6, or 8.
2. Each player spins for the numerator of their fraction.
3. Use the recording sheet. Each player, locate and label your fractions on the same number line.
4. The greatest fraction wins and picks the denominator for the next round.
5. Repeat for 10 rounds. The player who wins the most rounds, wins the game.



Recording Sheet - Version 1

	Locate and label your fraction (each player uses a different color).	Use <, >, or =
Round 1		
Round 2		
Round 3		
Round 4		
Round 5		

Recording Sheet - Version 1

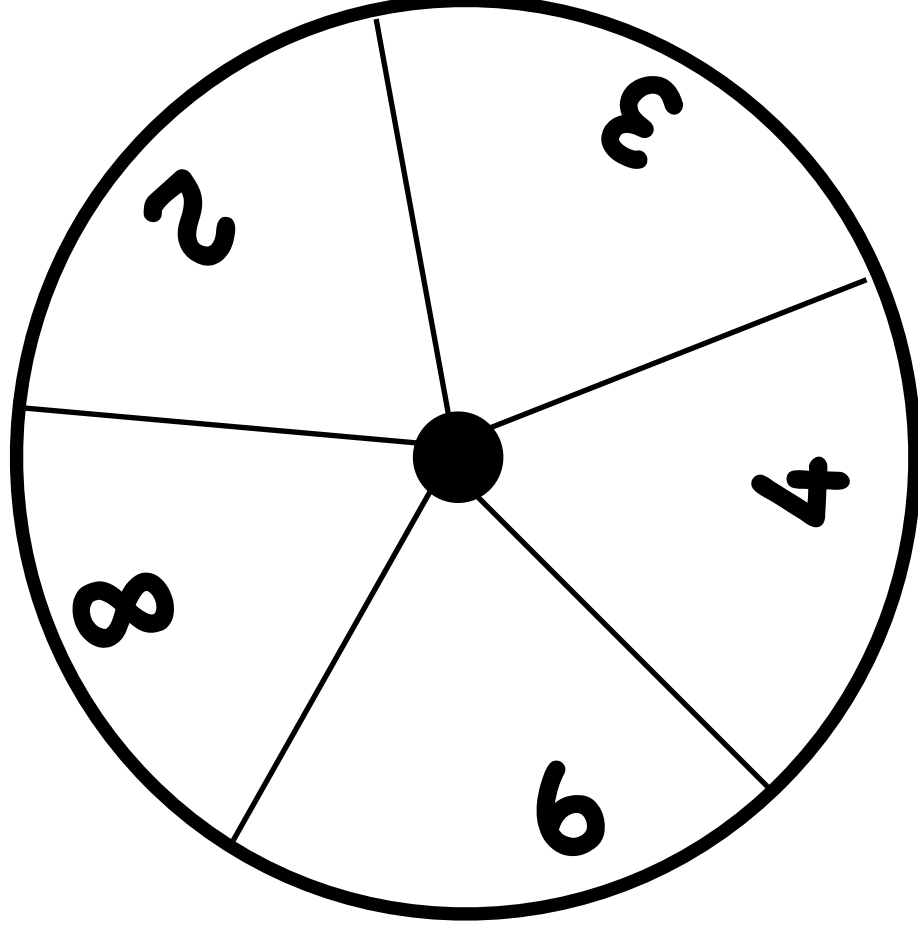
	Locate and label your fraction (each player uses a different color).	Use <, >, or =
Round 6	 <p style="margin: 0;">1 2 3 4</p>	
Round 7	 <p style="margin: 0;">1 2 3 4</p>	
Round 8	 <p style="margin: 0;">1 2 3 4</p>	
Round 9	 <p style="margin: 0;">1 2 3 4</p>	
Round 10	 <p style="margin: 0;">1 2 3 4</p>	

Spin to Win! (same numerator)

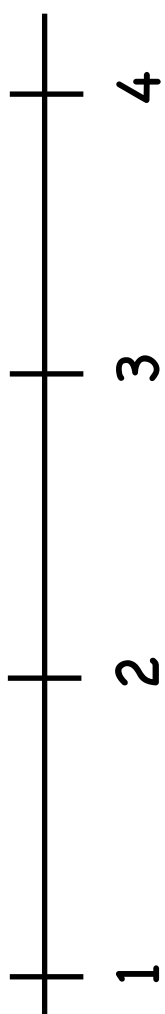
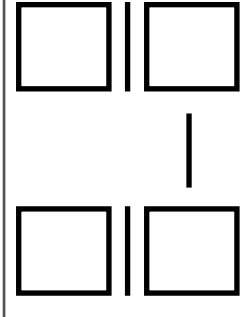
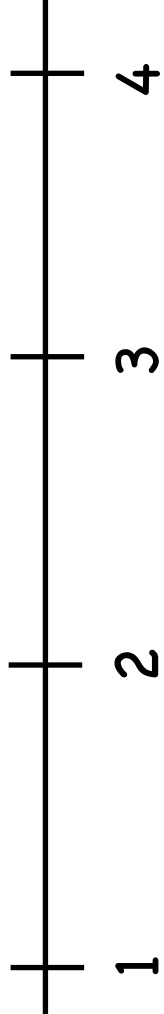
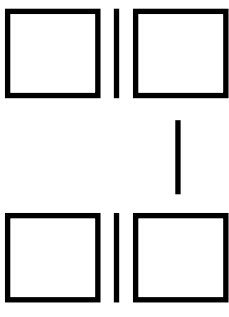
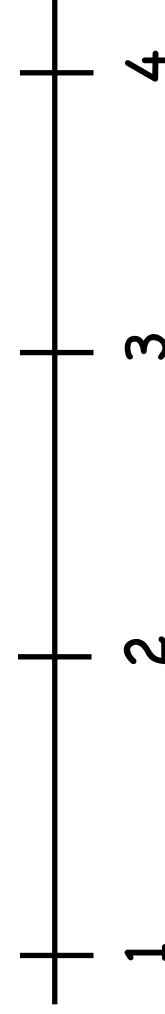
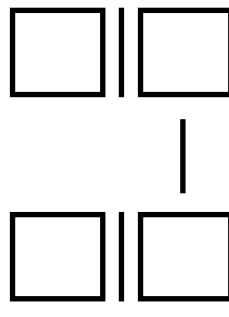
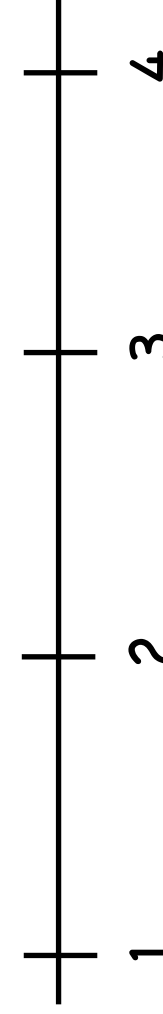
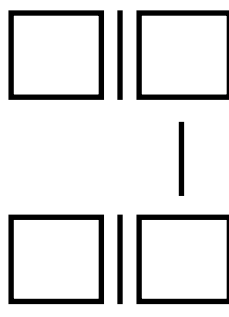

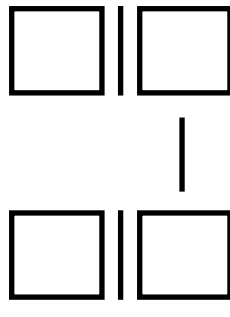
Materials: make a spinner with a pencil and paperclip, 2 different color crayons, recording sheet

Directions:

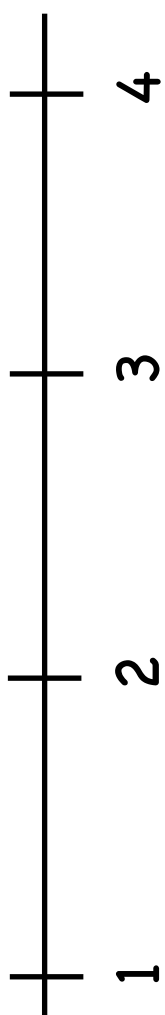
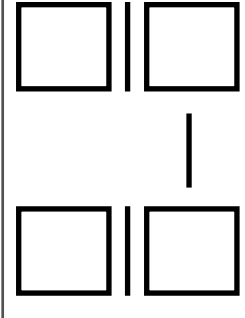
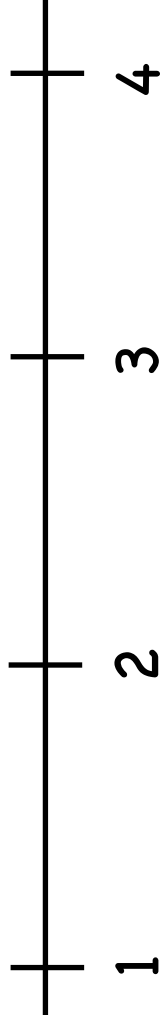
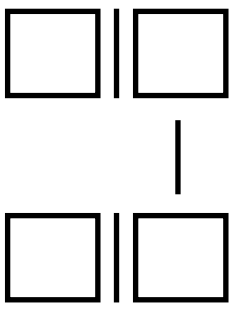
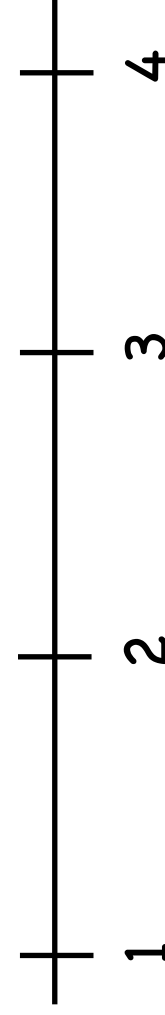
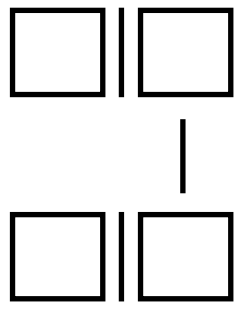
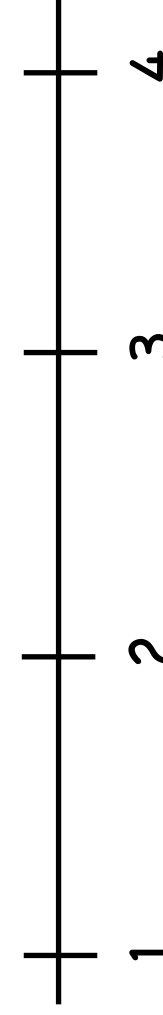
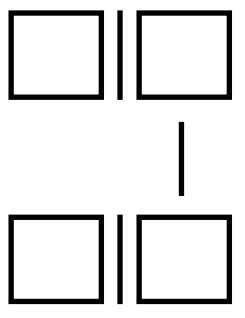

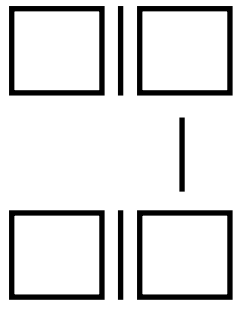
1. Player 1 chooses a numerator for the first round: 2, 3, 4, 6, or 8.
2. Each player spins for the denominator of their fraction.
3. Use the recording sheet. Each player, locate and label your fractions on the same number line.
4. The greatest fraction wins and picks the numerator for the next round.
5. Repeat for 10 rounds. The player who wins the most rounds, wins the game.



Recording Sheet - Version 2

	Locate and label your fraction (each player uses a different color).	Use <, >, or =
Round 1		
Round 2		
Round 3		
Round 4		
Round 5		

Recording Sheet - Version 2

	Locate and label your fraction (each player uses a different color).	Use <, >, or =
Round 6	 <p style="margin-left: 100px;">1 2 3 4</p>	
Round 7	 <p style="margin-left: 100px;">1 2 3 4</p>	
Round 8	 <p style="margin-left: 100px;">1 2 3 4</p>	
Round 9	 <p style="margin-left: 100px;">1 2 3 4</p>	
Round 10	 <p style="margin-left: 100px;">1 2 3 4</p>	

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