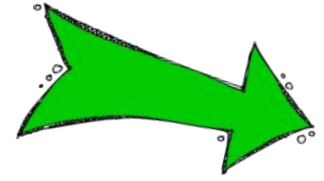


Fraction Spinner Games Preview

Fraction Spinner Games includes 2 variations of one game. In Spin 4 Cash, students earn "math cash" for solving problems correctly. In Spin 2 Win players earn game tokens. Take a peek inside to see what's included in these resources!



Teaching Resources
www.lauracandler.com

Spin 4 Cash

Fraction Review Game

Basic Fraction Concepts

Laura Candler

Perfect for Math Centers!

BANK

Spin to Earn Math Cash!

Teaching Resources
www.lauracandler.com

Spin 2 Win

Fraction Review Game

Basic Fraction Concepts

Laura Candler

Perfect for Math Centers!

BANK

Spin to Win Game Tokens!

Both Variations Include Teaching Suggestions

Spin 4 Cash Fraction Review Game

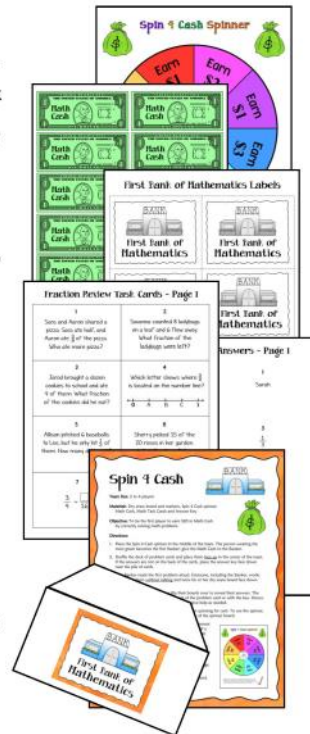
Created by Laura Candler



Spin 4 Cash Fraction Review is a math game that actively engages students in reviewing basic fraction concepts including fractions on a number line, comparing and ordering fractions, fractions of a whole number, and simplifying fractions. The problems do not include mixed numbers. The game includes student directions, 24 task cards with problems and answers, and a recording page. Spin 4 Cash can be played with partners, in teams, or in math centers. If you want to create additional fraction task cards, use the templates at the back of this packet to create your own. Black and white and color versions of the game materials are included, so print only what you need.

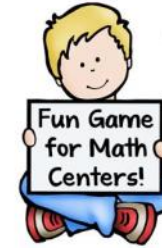
Teaching Suggestions:

- Advanced Preparation** - Print a set of materials for each pair or team of students. Print the task cards and answers front to back on card stock or heavy paper so that each card's answer is on its back. If you don't want to print the answers on the backs of the cards, you can print an answer key for each set of game materials. To create the Math Cash for each game, print three pages of \$1 bills and one page of \$5 bills for each pair. Put the Math Cash for each game into an envelope or in a pencil case, and affix the "First Bank of Mathematics" label to the front. To use the game in a center, glue the direction page on the front of a 9 x 12 brown envelope and store the materials inside.
- Introducing the Game** - Demonstrate the game for the class before placing it in a math center or having students play in teams. Display the Spin 4 Cash game directions and ask a few students to model the game as you read the directions aloud. Be sure they know how to use the spinner. Let your students know in advance if you want them to simplify all fraction answers to lowest terms.
- Playing the Game** - Depending on the availability of materials, students can play in teams of 2, 3, or 4. If you want them to record their responses, print a copy of the recording sheet for each student and have them write their answers in the blocks. The cards do not have to be used in order, so students need to be sure to write their answers in the correct locations on the page. While students are playing the game, move about the room providing help to students who need assistance.



Spin 2 Win Fraction Review Game

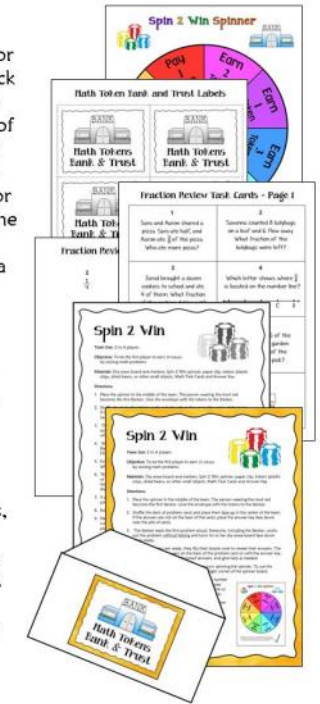
Created by Laura Candler



Spin 2 Win Fraction Review Game is a math game that actively engages students in reviewing basic fraction concepts including fractions on a number line, comparing and ordering fractions, fractions of a whole number, and simplifying fractions. Spin 2 Win is a variation of Spin 4 Cash that uses tokens instead of money so that it can be used internationally. The game includes student directions, 24 task cards with problems and answers, and a recording page. Spin 2 Win can be played with partners, in teams, or in math centers. If the problems are not at the appropriate level for your students, use the templates at the back of this packet to create your own. Black and white and color versions of the game materials are included, so print only what you need.

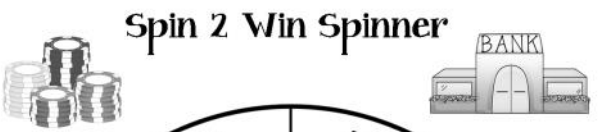
How to Use Spin 2 Win:

- Advanced Preparation** - Print enough materials for each pair or team of students. Print the task cards and answers front to back on card stock or heavy paper so that each card's answer is on its back. If you don't want to print the answers on the backs of the cards, you can print the one-page answer key for each set of game materials. You'll need about 20 tokens (plastic chips, dried beans, paper clips, etc.) per person. Put all the tokens for each game into a plastic bag or pencil case, and affix one of the "Math Tokens Bank & Trust" labels to the top. To use the game in a center, glue the students directions on the front of a large brown envelope and store the materials inside.
- Introducing the Game** - Demonstrate the game for the class before placing it in a math center or having students play in teams. Display the Spin 2 Win game directions and ask a few students to model the game as you read the directions aloud. Be sure they know how to use the spinner. Let your students know in advance if you want them to simplify all fraction answers to lowest terms.
- Playing the Game** - Depending on the availability of materials, students can play in teams of 2, 3, or 4. If you want them to record their responses, print a copy of the recording sheet for each student and have them write their answers in the blocks. The cards do not have to be used in order, so remind your students to write their answers in the correct locations on the page. While students are playing the game, move about the room providing help to students who need assistance.



Color and B&W Options for Game Materials

Spin 2 Win Spinner



Spin 2 Win

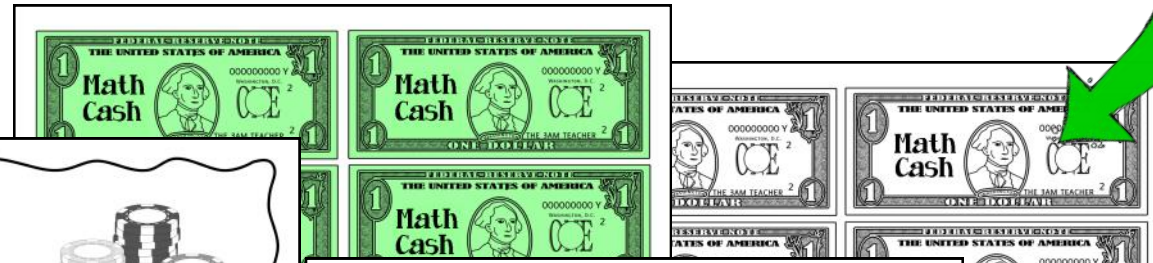
Team Size: 2 to 4 players

Objective: To be the first player to earn 20 tokens by solving math problems


Materials: Dry erase board and markers, Spin 2 Win spinner, paper clip, tokens (plastic chips, dried beans, or other small objects), Math Task Cards and Answer Key

Directions:

- Place the spinner in the middle of the team. The person wearing the most red becomes the first Banker. Give the envelope with the tokens to the Banker.
- Shuffle the deck of problem cards and place them face up in the center of the team. If the answers are not on the back of the cards, place the answer key face down near the pile of cards.




First Bank of Mathematics Envelope Labels



First Bank of Mathematics

Spin 4 Cash Spinner



Spin 4 Cash

Team Size: 2 to 4 players

Materials: Dry erase board and markers, Spin 4 Cash spinner, Math Cash, Math Task Cards and Answer Key

Objective: To be the first player to earn \$20 in Math Cash by correctly solving math problems

Directions:

Place the Spin 4 Cash spinner in the middle of the team. The person wearing the most green becomes the first Banker; give the Math Cash to the Banker.

Shuffle the deck of problem cards and place them face up in the center of the team. If the answers are not on the back of the cards, place the answer key face down near the pile of cards.

The Banker reads the first problem aloud. Everyone, including the Banker, works out the problem without talking and turns his or her dry erase board face down when ready.

When everyone is ready, they flip their boards over to reveal their answers. The Banker checks the answers on the back of the problem card or with the key. Discuss solutions, talk over incorrect answers, and give help as needed.

Everyone with the correct answer takes a turn spinning for cash. To use the spinner, follow the directions in the lower right corner of the spinner board.

The Banker pays each player the appropriate amount or collects cash if the player must pay the Bank. If a player lands on Bankrupt, he or she must return all his or her earnings to the bank.


If everyone solves the problem correctly, the Banker pays everyone a \$1 bonus.

If the Banker runs out of \$1 bills, he or she may make change by giving a player a \$5 bill in exchange for five \$1 bills to replenish the bank's supply.

Rotate the role of Banker to the left for each round.

Directions: To use the spinner, you'll need a paper clip and a pencil. Put the paper clip down with one end over the center dot. Put the pencil point down inside the paper clip and hold the pencil in place. Thump the paper clip. It will spin around the pencil point and point to one section on the spinner.

Spin 4 Cash



Spin 4 Cash

Team Size: 2 to 4 players

Materials: Dry erase board and markers, Spin 4 Cash spinner, Math Cash, Math Task Cards and Answer Key

Objective: To be the first player to earn \$20 in Math Cash by correctly solving math problems

Directions:

Place the Spin 4 Cash spinner in the middle of the team. The person wearing the most green becomes the first Banker; give the Math Cash to the Banker.

Shuffle the deck of problem cards and place them face up in the center of the team. If the answers are not on the back of the cards, place the answer key face down near the pile of cards.

The Banker reads the first problem aloud. Everyone, including the Banker, works out the problem without talking and turns his or her dry erase board face down when ready.

When everyone is ready, they flip their boards over to reveal their answers. The Banker checks the answers on the back of the problem card or with the key. Discuss solutions, talk over incorrect answers, and give help as needed.

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The Banker pays each player the appropriate amount or collects cash if the player must pay the Bank. If a player lands on Bankrupt, he or she must return all his or her earnings to the bank.

If everyone solves the problem correctly, the Banker pays everyone a \$1 bonus.

If the Banker runs out of \$1 bills, he or she may make change by giving a player a \$5 bill in exchange for five \$1 bills to replenish the bank's supply.


Rotate the role of Banker to the left for each round.

First Bank of Mathematics Envelope Labels




First Bank of Mathematics

First Bank of Mathematics Envelope Labels




First Bank of Mathematics

First Bank of Mathematics Envelope Labels



First Bank of Mathematics

First Bank of Mathematics Envelope Labels



First Bank of Mathematics

24 Fraction Task Cards with Self-Checking Answers

Print the answers on the backs of the task cards, or print the one-page answer key.
Recording page provided for student accountability during the game.



Basic Fraction Review Task Cards - Page 1

1	2
Sara and Aaron shared a pizza. Sara ate $\frac{1}{4}$ of the pizza. How much did Aaron eat?	Savanna counted 8 ladybugs. She counted $\frac{3}{8}$ of them. How many ladybugs did she not count?

Basic Fraction Review Answers - Page 1

Print the answers on the backs of the task cards before cutting them apart.

1	Sarah
---	-------

Basic Fraction Review Task Cards - Page 2


9	10
Ashley poured 9 glasses of punch for the party. Her brother poured $\frac{2}{3}$ of the punch. How many glasses did he pour?	Jeffrey went to the fair and bought 10 tickets. He used $\frac{3}{5}$ of the tickets. How many tickets did he not use?

Basic Fraction Review Answers - Page 2

Print the answers on the backs of the task cards before cutting them apart.

9	3
$\frac{4}{5}$	

Basic Fraction Review Task Cards - Page 3

17	18
Jenna gave 6 new pencils to Erin who sharpened 2 of them. What fraction did Erin sharpen?	Which letter shows where $\frac{2}{3}$ is located on the number line? 
19	20
Cami saw a dozen turtles sitting on a log. Two of them plopped into the water. What fraction were left on the log?	Brandon ran $\frac{5}{8}$ of the way home and walked the rest of the way. Did he run or walk a longer distance?
21	22
Which fraction is larger? $\frac{3}{4}$ $\frac{4}{5}$	Order from least to greatest: $\frac{2}{3}$ $\frac{1}{6}$ $\frac{1}{2}$
23	24
$\frac{7}{8} = \frac{\square}{40}$	$\frac{2}{5} = \frac{\square}{20}$

Basic Fraction Review Answers - Page 3

Print the answers on the backs of the task cards before cutting them apart.

17	11
$\frac{2}{6}$ or $\frac{1}{3}$	20
19	13
$\frac{10}{12}$ or $\frac{5}{6}$	$\frac{4}{5}$
21	15
$\frac{4}{5}$	C
23	
$\frac{7}{8} = \frac{35}{40}$	

Spin 4 Cash Recording Page

Card Number	Answer	Card Number	Answer
1		13	
2		14	
3		15	
4		16	
5			
6			
7			
8			
9			
10			
11			
12			

Basic Fraction Review Answer Key

Card Number	Answer	Card Number	Answer
1	Sarah	13	$\frac{4}{5}$
2	$\frac{2}{8}$ or $\frac{1}{4}$	14	$\frac{1}{4}$
3	$\frac{4}{12}$ or $\frac{1}{3}$	15	C
4	A	16	$\frac{4}{7} = \frac{12}{21}$
5	2	17	$\frac{2}{6}$ or $\frac{1}{3}$
6	$\frac{15}{20}$ or $\frac{3}{4}$	18	B
7	$\frac{3}{4} = \frac{12}{16}$	19	$\frac{10}{12}$ or $\frac{5}{6}$
8	$\frac{5}{8} = \frac{15}{24}$	20	run
9	3	21	$\frac{4}{5}$
10	$\frac{6}{10}$ or $\frac{4}{5}$	22	$\frac{1}{6}$ $\frac{1}{2}$ $\frac{2}{3}$
11	20	23	$\frac{7}{8} = \frac{35}{40}$
12	$\frac{45}{60}$ or $\frac{3}{4}$	24	$\frac{2}{5} = \frac{8}{20}$