



by Laura Candler





Simplify & Snap is an engaging task card review game that's perfect for math centers or using with cooperative learning teams. The directions are easy to understand, and the game is loads of fun! Players earn snap cubes for simplifying fractions correctly, and they snap their cubes together to form towers. The player with the tallest tower at the end of the game wins! The game includes two types of task cards, traditional cards with an answer key and cards with Q code answers to scan with a mobile device.

Simplify & Snap has fraction cards on three different levels, and each level has 10 cards. You the cards together and use them all at once. A blank fraction and temperature is also included for creating your own task cards. In addition, you'll find optional student recording pages that can be used for students to write their answers if you want a record of their progress.

Advanced Preparation Tips
Most of the materials you need for the game are included in this packet, but you do need a
few other items such as a countdown timer and individual dry erase boards. If you don't have
dry erase boards, paper and pandi will work.

Before you print any of the game materials, look through this packet and decide which sets of fraction cards are appropriate for your class. Decide whether you want to use the QR code task cards or the regular task cards with traditional answer keys. Print the task cards and answer key for each level on a different color card stock or construction paper and laminate them before ng. Store each set with its answer key in an envelope, and label it with the level of the set.

- Printables Needed For Each Group

  1 copy of the Simplify & Snap game directions (page 5 or 6)
- 1 set of fraction task cards (Level A, B, or C)
- Answer key (if not using QR code task cards)

# Other Materials Needed

- 10 snap cubes per player
- 1 stopwatch, countdown timer, or minute sand timer
- mobile device with QR reader app (optional)
- 1 calculator (optional)
- 1 dry erase board and marker per student OR
- Paper and pencil



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Simplify & Snap

# How to Use the QR Code Task Cards

QR stands for "Quick Response," and QR codes are patterned squares that you can scan with just about any mobile device. They work really well as a replacement for answer keys in center activities and games. To learn more about why they are so effective and how to use them, read my Corkboard Connections blog post, Out With Answer Keys-In with QR Co



I've created QR code answers for all the task cards in this product. You don't have to use them because I also included plain task cards with a printable answer key for each set. However, if you have at least one mobile device with a camera for each team, you should give them a try because your students will love them! Install the free QR Reader app, open it, and point the camera at one of the QR codes on the right to see how it works. It's easy!

Fraction Formatting Issues with QR Codes: Because the QR code answers had to be entered in plain text. I was not able to create fraction answers in the vertical format commonly used in elementary school. Instead, I had to write the fractions horizontally with a diagonal bar between the numerator and denominator. For example, the answer to the fraction task card shown here appears as 1/3 when scanned. Be sure to explain this to your students and show them a few examples before they play the game

# Introducing Simplify & Snap to Students

Simplify & Snap is a review game for developing speed and accuracy with renaming fractions in lowest terms. It's intended to be used a follow-up activity after teaching the skill using fraction models. If you've introduced that skill in the past, give your students a few practice problems for review before you teach then now to play the game. If you discover that most students need more instruction on how to simplify fractions, you can reteach the skill in a small group setting after introducing the game to the class.

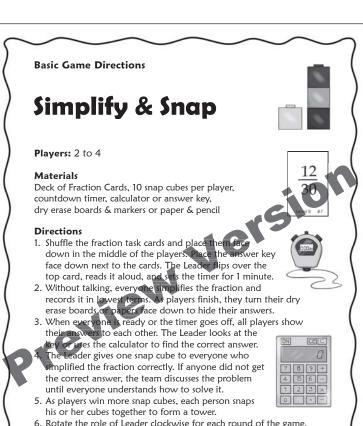
When you're ready to introduce the game, display the basic Simplify & Snap directions or the QR Code directions, and ask a volunteer to play the game with you in front of the class. Model each step of the activity as you explain what to do. If you have calculators that have a function for simplifying fractions, demonstrate how to use this feature for checking answers, or print a paper answer key for each game. The game does not require students to record their answers anywhere other than on a dry erase board, but if you would like a record of their work, you can use the student recording pages in this packet.





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lin	splity & Sea Set o	p Fraction	n Counts - I Annual Cou	avel A	
8 16	4 20	5 15	6 24	6 18	1 1
3 9	$\frac{7}{14}$	5 20	8 12	4/12	
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**Game Directions, Answer** Key, and Recording Page For All Levels QR Code Directions Student Recording Page Answer Key (1 page with 3 levels) (1 page with 3 levels)



7. The game ends when all fraction cards in the deck have been used.

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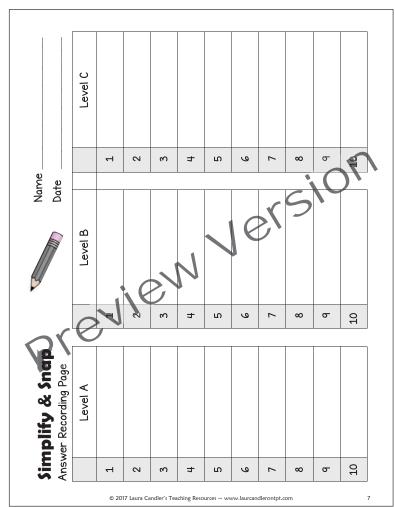
The winner is the player with the tallest tower of cubes.

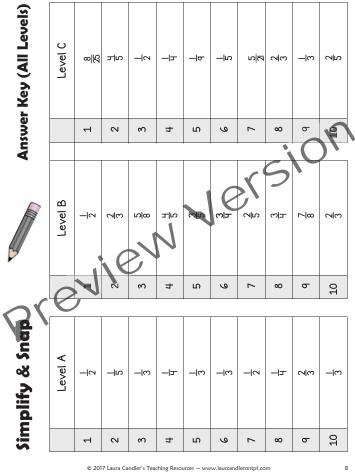
Players: 2 to 4 Materials Deck of Fraction Cards with QR codes, 10 snap cubes per player, countdown timer, mobile device with QR Reader app, dry erase boards & markers or paper & pencil Directions 1. Shuffle the fraction task cards and place the down in front of the players. The Leader card face up and sets the timer for 1 n 2. Without talking, everyone simplifies the fraction and records it in lowest terms layers finish, they turn their dry erase boards or papers face down to hide their answers.

3. When everyone is ready or the timer goes off, all players show their each other. The Leader scans the QR code to find the ader gives one snap cube to everyone who implified the fraction correctly. If anyone did not get the correct answer, the team discusses the problem until everyone understands how to solve it. 5. As players win more snap cubes, each person snaps his or her cubes together to form a tower. 6. Rotate the role of Leader clockwise for each round 7. The game ends when all fraction cards in the deck have been used. The winner is the player with the tallest tower of cubes. © 2017 Laura Candler's Teaching Resources ~ www.laurcandlerontpt.com Answer Key (All Levels) Level 8 |Ω | ᆔഗ 312 212 -1—l<del>o</del> -l $\Omega$  $\vdash$ 0 2

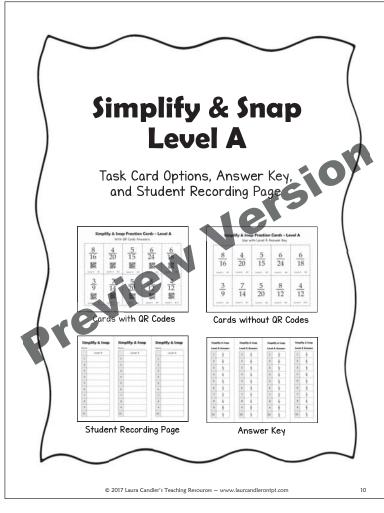
**QR Code Game Directions** 

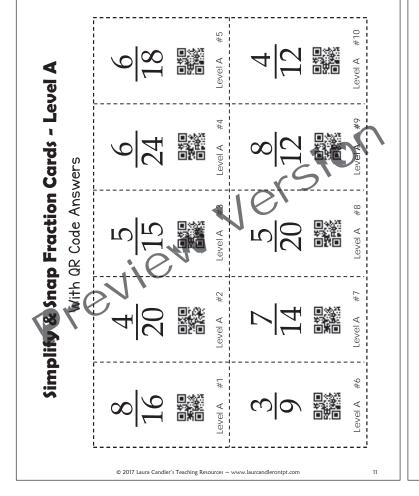
Simplify & Snap

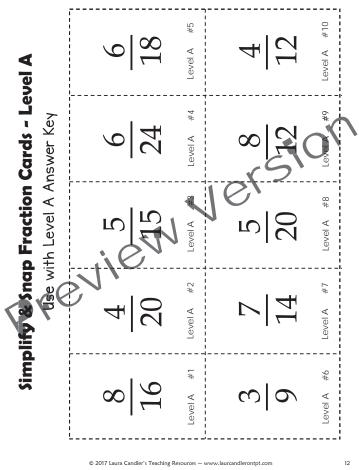


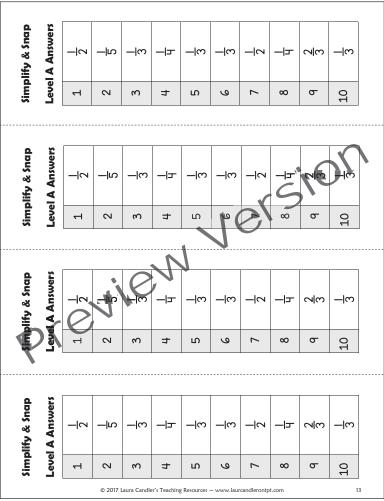


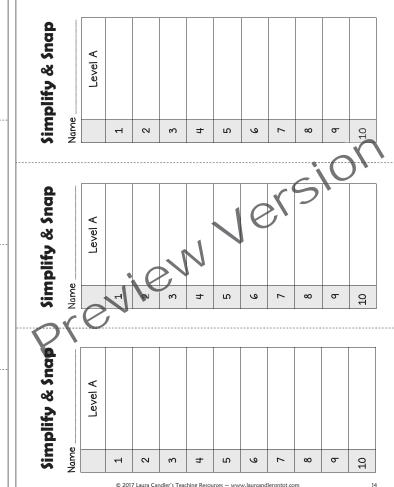


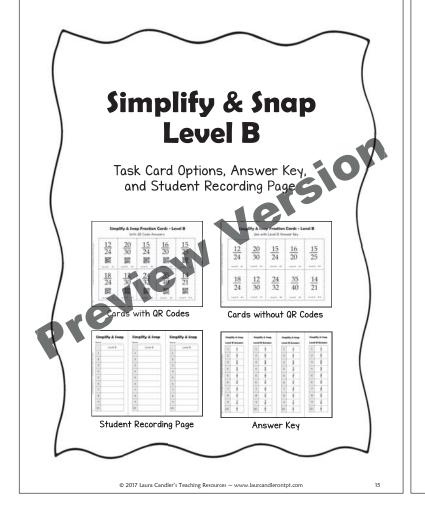


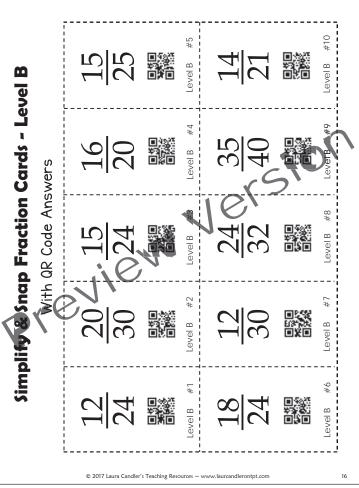


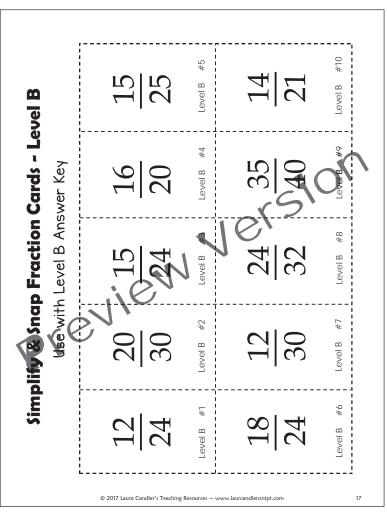


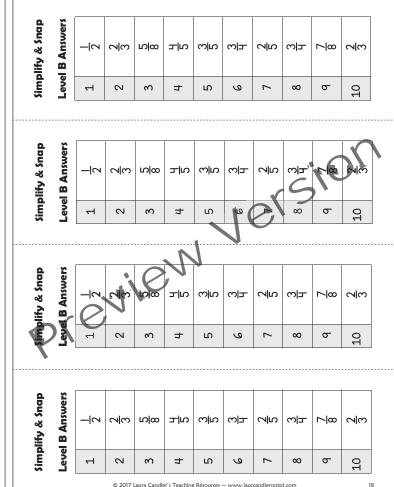


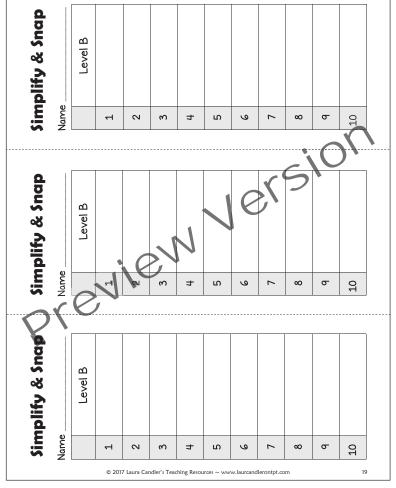


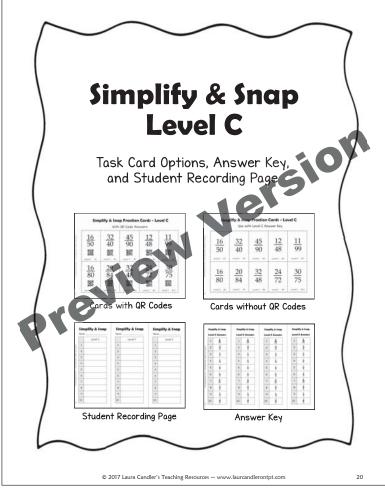


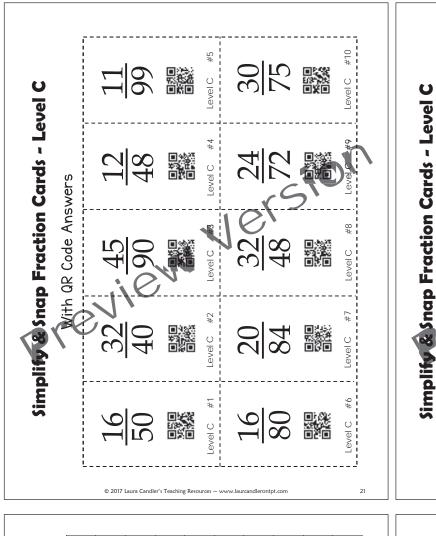


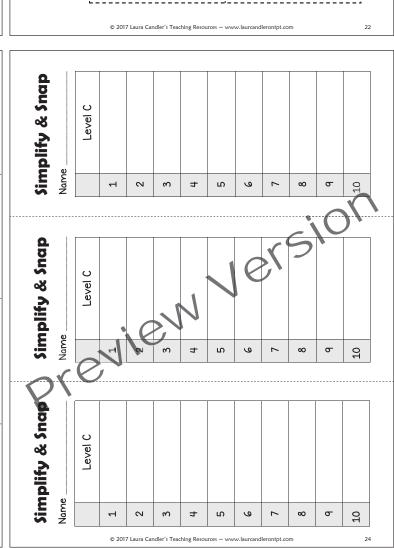












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Level C

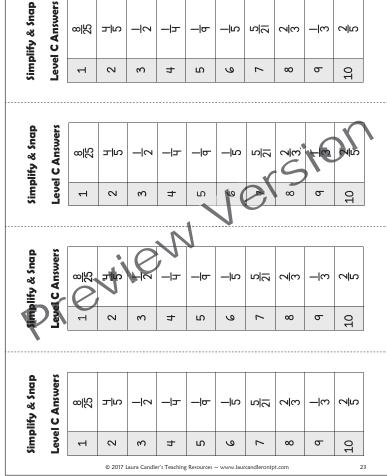
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us with Level C Answer Key

30 75

Level C

Level C #6





















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