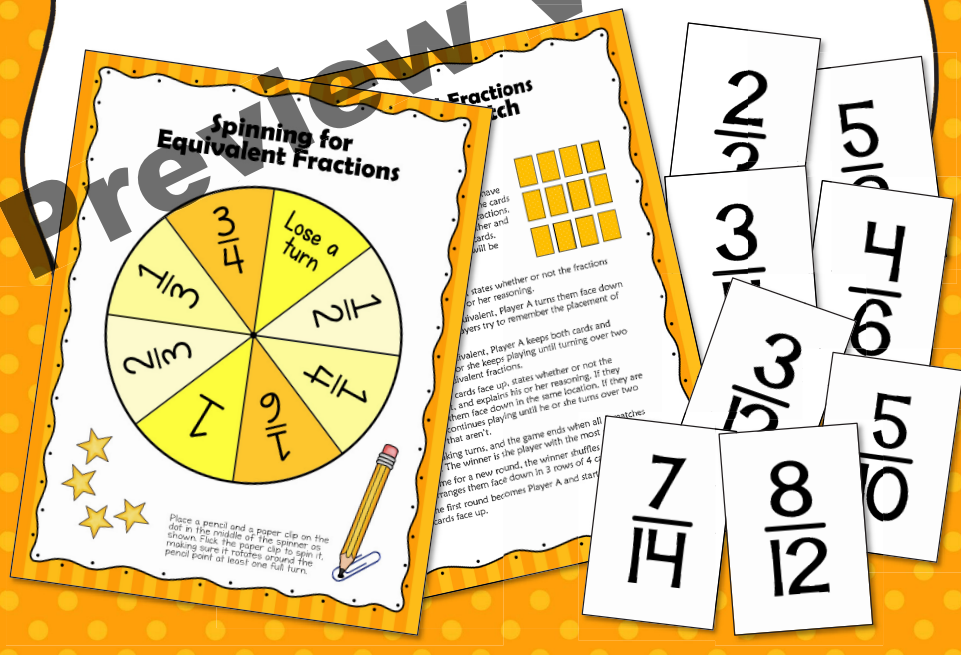




2 Games for Partner Practice

Equivalent Fractions Games

Laura Candler

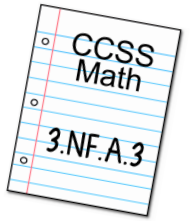


Equivalent Fractions Games

by Laura Candler

Targeted Skills
 Recognizing equivalent fractions and explaining why two fractions are equivalent

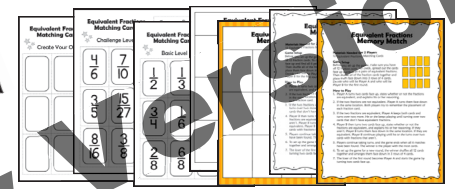
Czelle



Equivalent Fractions Games includes two partner games for exploring equivalent fractions. Both games are perfect for math centers, with small guided math groups, or during a whole group lesson with students seated next to a partner. Each game includes teacher directions, student directions, printable game materials in black & white and color, two levels of fraction cards, and templates to create your own cards. The components of each game and their page numbers are listed below.

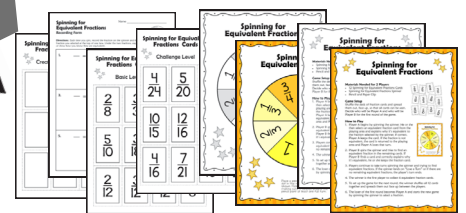
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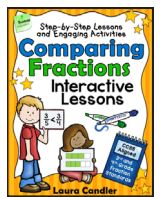
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A Note About Answer Keys
 Answer keys were not included for a reason: the process of explaining and justifying one's answer is an important component of these interactive math games. Students are far more likely to discuss why two fractions are equivalent or not equivalent if there's no answer key to check, and these types of discussions are critical to the development of mathematical thinking and reasoning.

Comparing Fractions: Interactive Lessons
 These two fractions games were created to supplement the equivalent fractions lessons in [Comparing Fractions: Interactive Lessons](#). This comprehensive resource includes a series of step-by-step interactive lessons to help students explore the concepts of equivalent fractions, comparing fractions, and ordering fractions. These teacher-directed lessons and activities are designed to stretch your students' thinking as you guide them through the development of important fraction concepts. [Click here to preview this product in my TpT store.](#)



Equivalent Fractions Memory Match

Teacher Directions

Overview

Equivalent Fractions Memory Match is a game for two players. Students arrange 12 fraction cards face down in rows and take turns flipping over two cards to find equivalent fractions.

Materials for Each Game

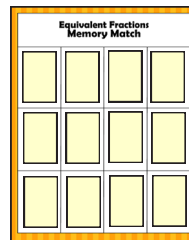
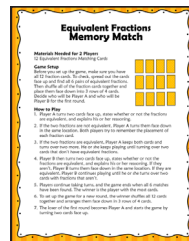
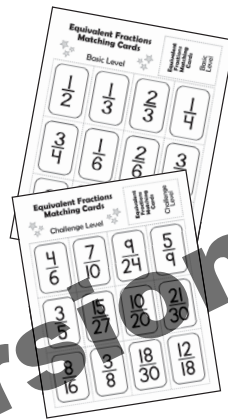
- Set of Equivalent Fractions Matching Cards, Basic and/or Challenge
- Equivalent Fractions Memory Match student directions
- Equivalent Fractions Memory Match blank grid, optional

Advanced Preparation

Print one copy of the student directions, and prepare at least one set of fraction cards for each set of game materials. There are two levels of cards, Basic and Challenge. The levels aren't mentioned in the student directions, so you don't have to use both sets. If you decide to use them both, you may want to print each set on a different color paper. Cut the cards apart and laminate them if possible. Paper clip each set of cards together with the title card on top of the deck. If you'd like your students to use the blank grid as a game board, print a copy of that as well.

Introducing Equivalent Fractions Memory Match

1. Display the student directions so that everyone can see them, and ask a volunteer to come forward and help you demonstrate the game.
2. Read each part of the directions aloud, and model it for the class. Begin by demonstrating the game set up, showing your students how to make sure they have all 6 pairs of equivalent fractions. Then show them how to arrange the cards face down in rows. If you want them to use the blank grid as a game board, demonstrate this now.
3. Play the game with your student volunteer, reading each step aloud and modeling it for the class. Emphasize the importance of players explaining how they decide if the fractions are equivalent or not. Discuss strategies they can use to explain their reasoning, such as drawing two fraction bars, using cross multiplication, or multiplying the numerator and denominator by the same number.
4. After a few minutes, stop and ask the class why they think the game is called "Equivalent Fractions Memory Match." By now they should realize the importance of paying close attention to the fraction on each card and remembering its location if it's turned face down again.
5. After you finish the demonstration, assign partners, distribute the sets of game materials, and explain your classroom management procedures regarding how and where to play.



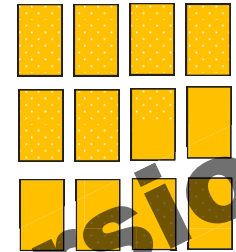
Equivalent Fractions Memory Match

Materials Needed for 2 Players

12 Equivalent Fractions Matching Cards

Game Setup

Before you set up the game, make sure you have all 12 fraction cards. To check, spread out the cards face up and find all 6 pairs of equivalent fractions. Then shuffle all of the fraction cards together and place them face down into 3 rows of 4 cards. Decide who will be Player A and who will be Player B for the first round.



How to Play

1. Player A turns two cards face up, states whether or not the fractions are equivalent, and explains his or her reasoning.
2. If the two fractions are not equivalent, Player A turns them face down in the same location. Both players try to remember the placement of each fraction card.
3. If the two fractions are equivalent, Player A keeps both cards and turns over two more. He or she keeps playing until turning over two cards that don't have equivalent fractions.
4. Player B then turns two cards face up, states whether or not the fractions are equivalent, and explains his or her reasoning. If they aren't, Player B turns them face down in the same location. If they are equivalent, Player B continues playing until he or she turns over two cards with fractions that aren't.
5. Players continue taking turns, and the game ends when all 6 matches have been found. The winner is the player with the most cards.
6. To set up the game for a new round, the winner shuffles all 12 cards together and arranges them face down in 3 rows of 4 cards.
7. The loser of the first round becomes Player A and starts the game by turning two cards face up.

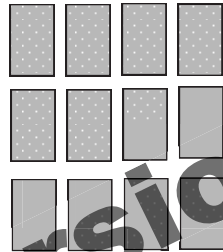
Equivalent Fractions Memory Match

Materials Needed for 2 Players

12 Equivalent Fractions Matching Cards

Game Setup

Before you set up the game, make sure you have all 12 fraction cards. To check, spread out the cards face up and find all 6 pairs of equivalent fractions. Then shuffle all of the fraction cards together and place them face down into 3 rows of 4 cards. Decide who will be Player A and who will be Player B for the first round.



How to Play

1. Player A turns two cards face up, states whether or not the fractions are equivalent, and explains his or her reasoning.
2. If the two fractions are not equivalent, Player A turns them face down in the same location. Both players try to remember the placement of each fraction card.
3. If the two fractions are equivalent, Player A keeps both cards and turns over two more. He or she keeps playing until turning over two cards that don't have equivalent fractions.
4. Player B then turns two cards face up, states whether or not the fractions are equivalent, and explains his or her reasoning. If they aren't, Player B turns them face down in the same location. If they are equivalent, Player B continues playing until he or she turns over two cards with fractions that aren't.
5. Players continue taking turns, and the game ends when all 6 matches have been found. The winner is the player with the most cards.
6. To set up the game for a new round, the winner shuffles all 12 cards together and arranges them face down in 3 rows of 4 cards.
7. The loser of the first round becomes Player A and starts the game by turning two cards face up.

Equivalent Fractions Memory Match

Equivalent Fractions Memory Match

Equivalent Fractions Matching Cards



Basic Level



Equivalent
Fractions
Matching
Cards

Basic
Level

$$\frac{1}{2}$$

$$\frac{1}{3}$$

$$\frac{2}{3}$$

$$\frac{1}{4}$$

$$\frac{3}{4}$$

$$\frac{1}{6}$$

$$\frac{2}{6}$$

$$\frac{3}{6}$$

$$\frac{2}{8}$$

$$\frac{6}{8}$$

$$\frac{2}{12}$$

$$\frac{8}{12}$$

Equivalent Fractions Matching Cards



Challenge Level



Equivalent Fractions Matching Cards

Challenge Level

$$\frac{4}{6}$$

$$\frac{7}{10}$$

$$\frac{9}{24}$$

$$\frac{5}{9}$$

$$\frac{3}{5}$$

$$\frac{15}{27}$$

$$\frac{10}{20}$$

$$\frac{21}{30}$$

$$\frac{8}{16}$$

$$\frac{3}{8}$$

$$\frac{18}{30}$$

$$\frac{12}{18}$$

Equivalent Fractions Matching Cards



Create Your Own



Equivalent Fractions Matching Cards

Blank fraction card

Blank fraction card

Blank fraction card

Blank fraction card

Blank fraction card

Blank fraction card

Blank fraction card

Blank fraction card

Blank fraction card

Blank fraction card

Blank fraction card

Blank fraction card

Spinning for Equivalent Fractions

Teacher Directions

Overview

Spinning for Equivalent Fractions is a game for two players. Students take turns spinning to select a fraction and trying to find an equivalent fraction from the cards spread out on the playing surface.

Materials for Each Game

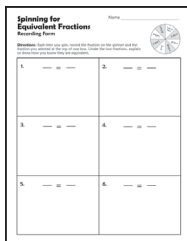
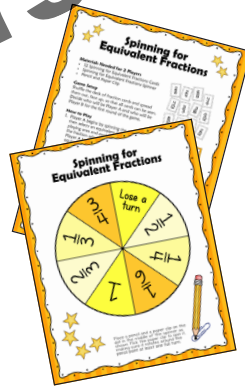
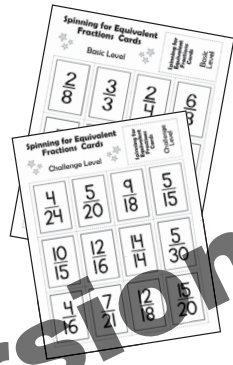
- Spinning for Equivalent Fractions Cards, Basic and/or Challenge
- Spinning for Equivalent Fractions Student Directions
- Spinning for Equivalent Fractions Spinner
- Spinning for Equivalent Fractions Recording Form, optional

Advanced Preparation

Print one copy of the student directions, one fraction spinner, and at least one set of 12 fraction cards for each game. There are two levels of cards, Basic and Challenge, but the levels aren't mentioned in the student directions so you don't have to use both sets. If you want to use them both, you can keep them separate or shuffle all 24 cards together. To keep them separate, print each set on a different color paper. Cut the cards apart and laminate them if possible. Paper clip each set together with the title card on top of the deck. If you'd like your students to record their work during the game, print a copy of the student recording form as well.

Introducing Spinning for Equivalent Fractions

1. Display the student directions so that everyone can see them, and ask a volunteer to come forward and help you demonstrate the game.
2. Read each part of the directions aloud, starting with the materials and the game set-up. Spread one set of fraction cards face up on a table or desk between you and the student volunteer. Then read the directions on the spinner, and ask your volunteer to demonstrate how to use the pencil and paper clip to spin for a fraction.
3. Play the game with your student volunteer, reading each step aloud and modeling it for the class. Emphasize the importance of players explaining how they know that the fraction they select is equivalent to the one selected by the spinner. Discuss strategies for comparing fractions, such as drawing two fraction bars, using cross multiplication, or multiplying the numerator and denominator by the same number.
4. If you want students to record their work while playing the game, display the recording form and explain how you want them to complete the form. Feel free to modify the basic directions at the top of the form as needed for your class.
5. After you finish demonstrating how to play the game, assign partners, distribute the materials, and explain your classroom management procedures regarding how and where to play.



Spinning for Equivalent Fractions

Materials Needed for 2 Players

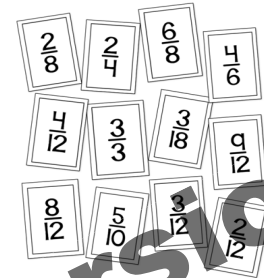
- Spinning for Equivalent Fractions Cards
- Spinning for Equivalent Fractions Spinner
- Pencil and Paper Clip

Game Setup

Shuffle the deck of fraction cards and spread them out, face up, so that all cards can be seen. Decide who will be Player A and who will be Player B for the first round of the game.

How to Play

1. Player A begins by spinning the spinner. He or she then selects an equivalent fraction card from the playing area and explains why it's equivalent to the fraction selected by the spinner. If correct, Player A keeps the card. If the fraction is not equivalent, the card is returned to the playing area and Player A loses that turn.
2. Player B spins the spinner and tries to find an equivalent fraction in the remaining cards. If Player B finds a card and correctly explains why it's equivalent, he or she keeps the fraction card.
3. Players continue to take turns spinning the spinner and trying to find equivalent fractions. If the spinner lands on "Lose a Turn" or if there are no remaining equivalent fractions, the player's turn ends.
4. The winner is the first player to collect 6 equivalent fraction cards.
5. To set up the game for the next round, the winner shuffles all 12 cards together and spreads them out face up between the players.
6. The loser of the first round becomes Player A and starts the new game by spinning the spinner to select a fraction.



Spinning for Equivalent Fractions

Materials Needed for 2 Players

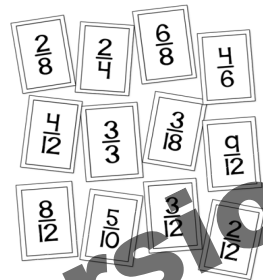
- Spinning for Equivalent Fractions Cards
- Spinning for Equivalent Fractions Spinner
- Pencil and Paper Clip

Game Setup

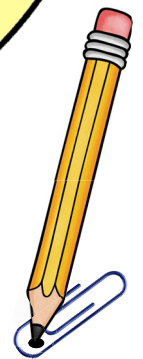
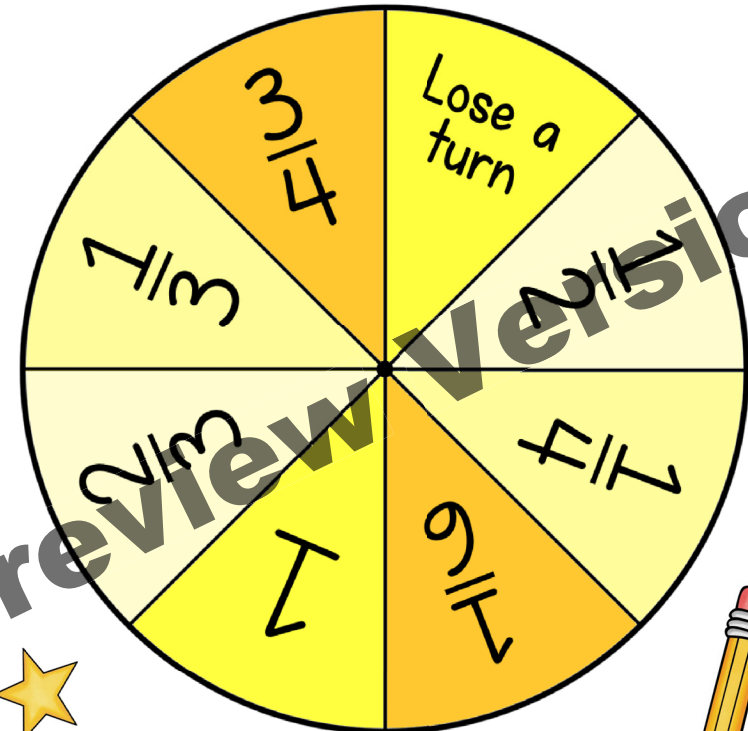
Shuffle the deck of fraction cards and spread them out, face up, so that all cards can be seen. Decide who will be Player A and who will be Player B for the first round of the game.

How to Play

1. Player A begins by spinning the spinner. He or she then selects an equivalent fraction card from the playing area and explains why it's equivalent to the fraction selected by the spinner. If correct, Player A keeps the card. If the fraction is not equivalent, the card is returned to the playing area and Player A loses that turn.
2. Player B spins the spinner and tries to find an equivalent fraction in the remaining cards. If Player B finds a card and correctly explains why it's equivalent, he or she keeps the fraction card.
3. Players continue to take turns spinning the spinner and trying to find equivalent fractions. If the spinner lands on "Lose a Turn" or if there are no remaining equivalent fractions, the player's turn ends.
4. The winner is the first player to collect 6 equivalent fraction cards.
5. To set up the game for the next round, the winner shuffles all 12 cards together and spreads them out face up between the players.
6. The loser of the first round becomes Player A and starts the new game by spinning the spinner to select a fraction.

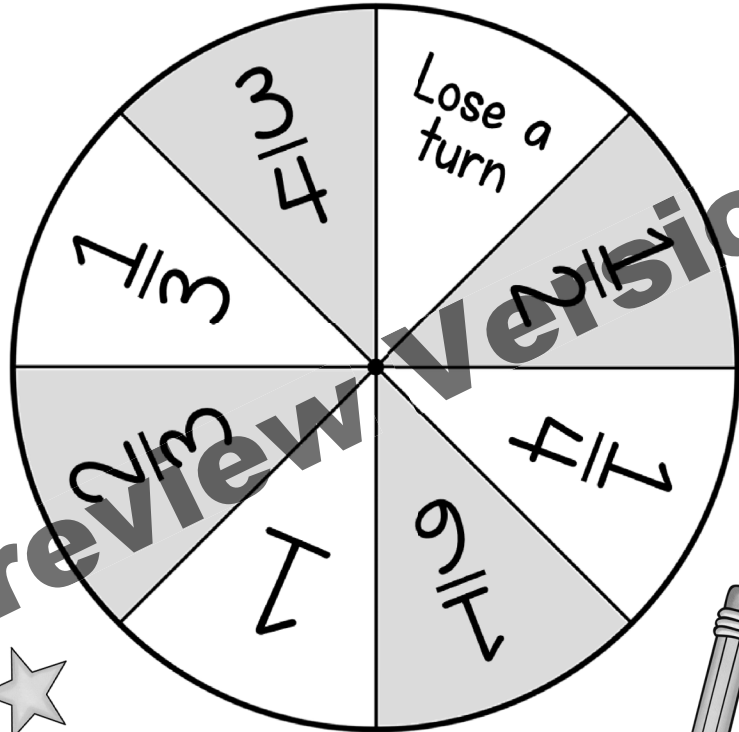


Spinning for Equivalent Fractions

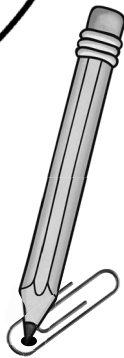


Place a pencil and a paper clip on the dot in the middle of the spinner as shown. Flick the paper clip to spin it, making sure it rotates around the pencil point at least one full turn.

Spinning for Equivalent Fractions



Place a pencil and a paper clip on the dot in the middle of the spinner as shown. Flick the paper clip to spin it, making sure it rotates around the pencil point at least one full turn.



Spinning for Equivalent Fractions Cards



Basic Level



Spinning for
Equivalent
Fractions
Cards

Basic
Level

$$\frac{2}{8} = \frac{1}{4}$$

$$\frac{3}{3} = 1$$

$$\frac{2}{4} = \frac{1}{2}$$

$$\frac{6}{8} = \frac{3}{4}$$

$$\frac{5}{10} = \frac{1}{2}$$

$$\frac{3}{18} = \frac{1}{6}$$

$$\frac{8}{12} = \frac{2}{3}$$

$$\frac{4}{12} = \frac{1}{3}$$

$$\frac{2}{12} = \frac{1}{6}$$

$$\frac{3}{12} = \frac{1}{4}$$

$$\frac{9}{12} = \frac{3}{4}$$

$$\frac{4}{6} = \frac{2}{3}$$

Spinning for Equivalent Fractions Cards



Challenge Level



Spinning for
Equivalent
Fractions
Cards

Challenge
Level

$$\frac{4}{24}$$

$$\frac{5}{20}$$

$$\frac{9}{18}$$

$$\frac{5}{15}$$

$$\frac{10}{15}$$

$$\frac{12}{16}$$

$$\frac{14}{14}$$

$$\frac{5}{30}$$

$$\frac{4}{16}$$

$$\frac{7}{21}$$

$$\frac{12}{18}$$

$$\frac{15}{20}$$

Spinning for Equivalent Fractions Cards



Create Your Own



Spinning for
Equivalent
Fractions
Cards

Blank fraction card

Blank fraction card

Blank fraction card

Blank fraction card

Blank fraction card

Blank fraction card

Blank fraction card

Blank fraction card

Blank fraction card

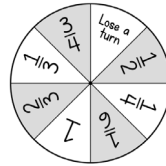
Blank fraction card

Blank fraction card

Blank fraction card

Spinning for Equivalent Fractions Recording Form

Name _____



Directions: Each time you spin, record the fraction selected by the spinner and the fraction on the card you chose at the top of one box. Under the two fractions, explain or show how you know they are equivalent.

1. — = —	2. — = —
3. — = —	4. — = —
5. — = —	6. — = —

Acknowledgements

I want to thank the teachers who offered suggestions, tested the games with their students, or proofread this resource. They gave me great feedback to help me improve this resource! Special thanks to Marci Lynn Jennings, Dawn Schechtman, Kathy Hardman, and Aleka Munroe. I truly appreciate your help!



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