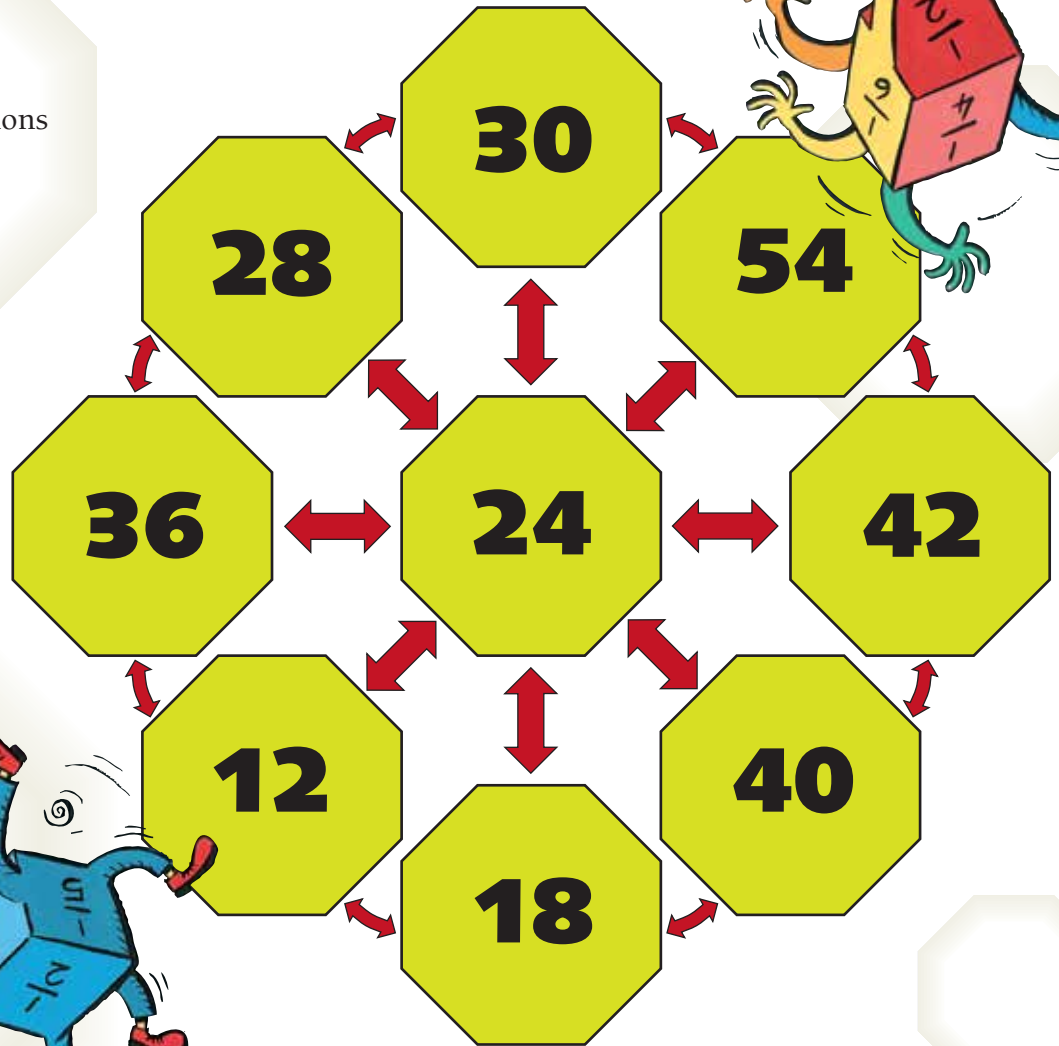


Funky Fractions

- You need** a dice marked $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{5}$, $\frac{1}{6}$, and $\frac{1}{8}$ a classmate
 different-coloured transparent counters for each player
 a photocopy of the player table copymaster

Game

Play Funky Fractions with a classmate.



Player A

4	10
20	3
5	18
8	6
7	14

Player B

9	3
4	2
12	6
13	18
10	7

- Start with your counter on number 24 on the game board.
- On your turn, move your counter onto any of the numbers that are connected to 24 with an arrow. Then roll the dice. (You are not allowed to jump over numbers, but you can move back to 24 on later turns if you want to.)
- Using the fraction shown on the dice, calculate the fraction of the number your counter is on (for example, if the dice shows $\frac{1}{3}$ and you have moved your counter to number 12, calculate $\frac{1}{3}$ of 12).
- If the answer is shown on your player table, cover that number with another counter. Miss a turn if you cannot use your answer.
- The first player to cover all the numbers on their player table is the Funky Fractions champion.