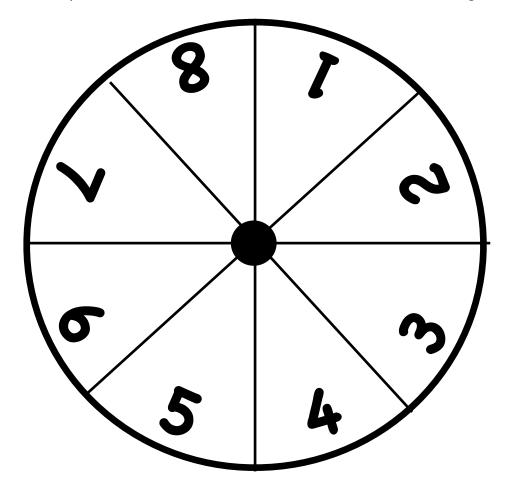
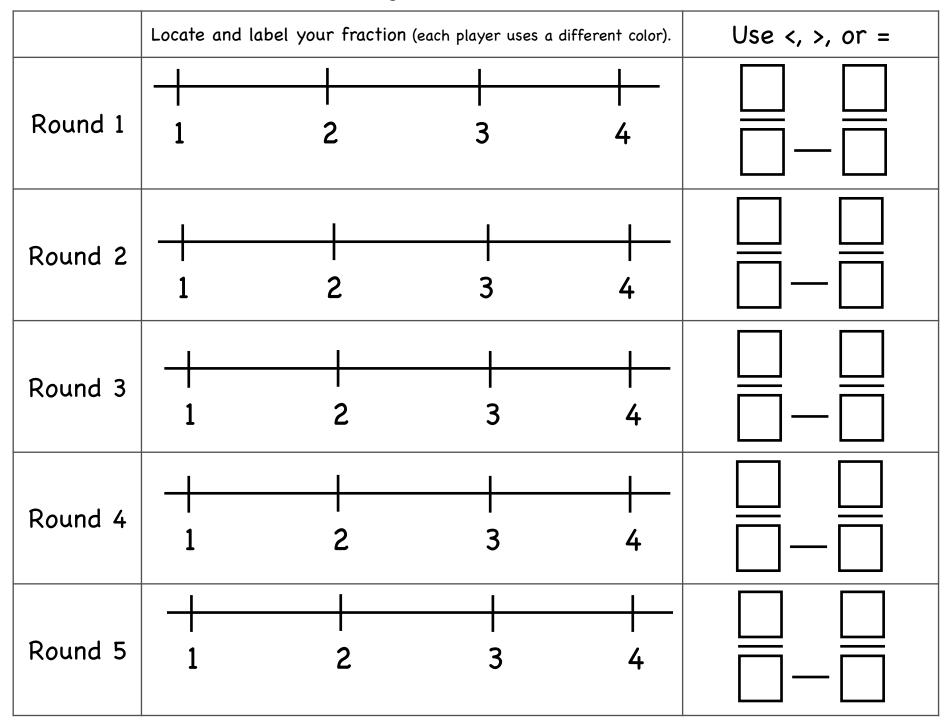
Spin To Win! (same denominator)

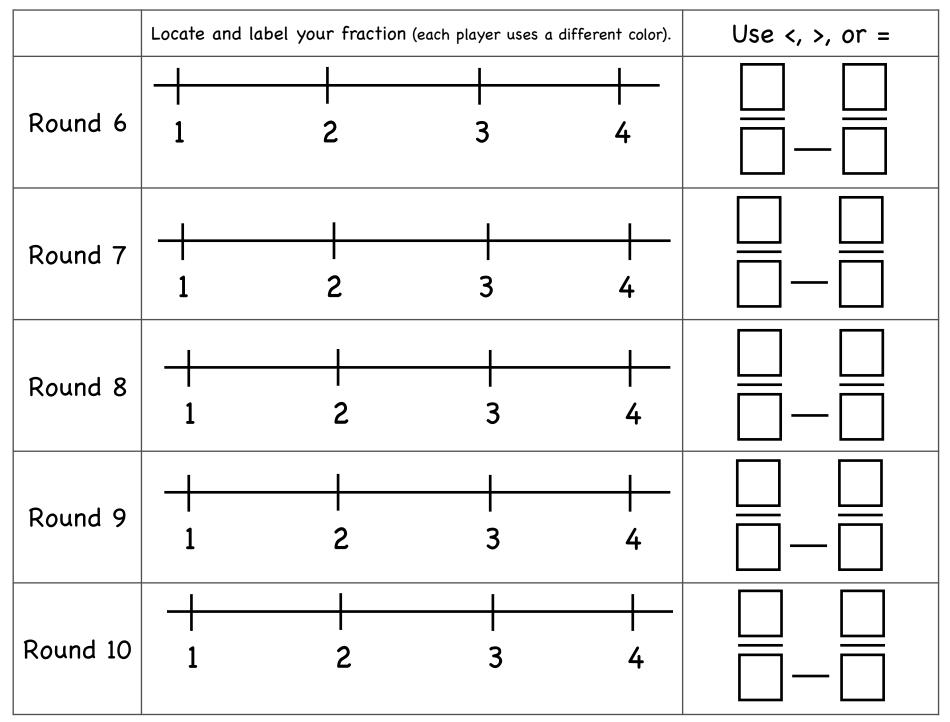
Materials: make a spinner with a pencil and paperclip, 2 different color crayons, recording sheet

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.







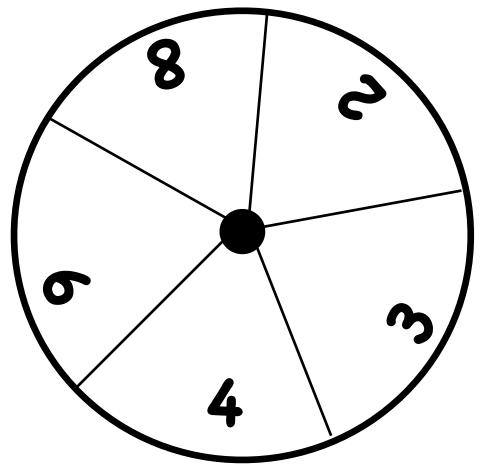
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Spin To Win! (same numerator)

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.



	Locate and	label your fractior	Use <, >, or =		
Round 1	1	2	3		
Round 2	1	2	 3	 	
Round 3	1	2	 3		
Round 4	1	2	3		
Round 5	1	2	3		

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	Locate and lo	abel your fraction (Use <, >, or =		
Round 6	- 1	2	3	4	
Round 7	1	2	3		
Round 8	- 1	2	3		
Round 9	1	2	3		
Round 10	1	2	 3		

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