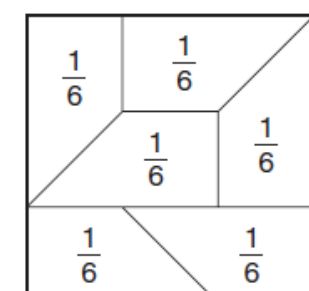
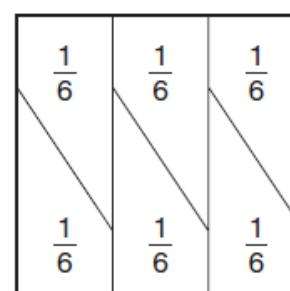
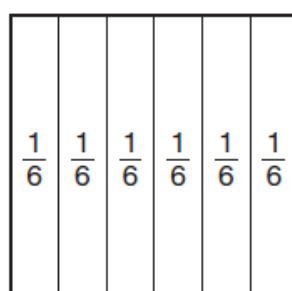
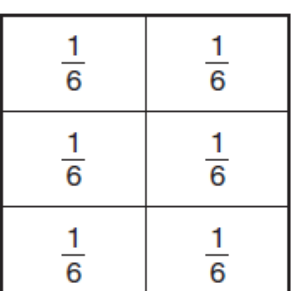
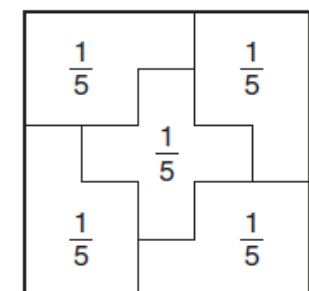
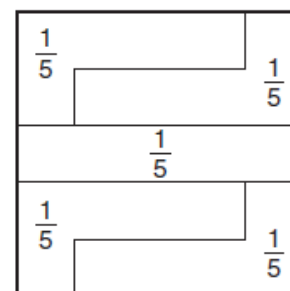
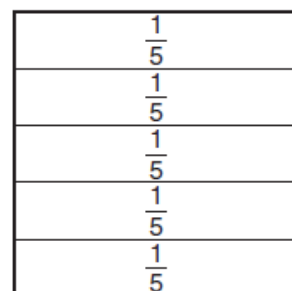
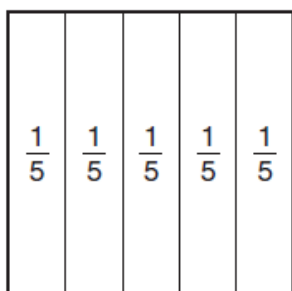
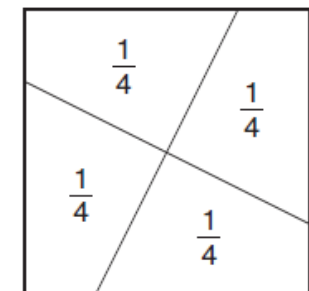
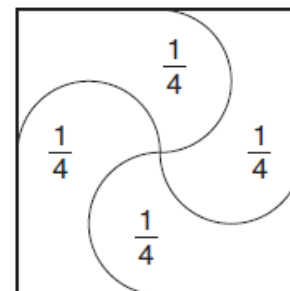
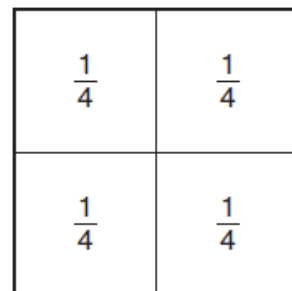
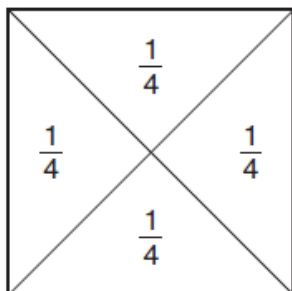
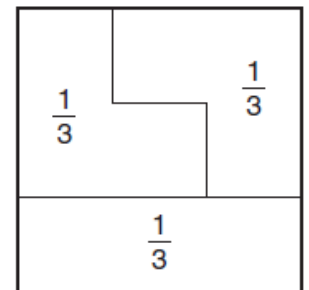
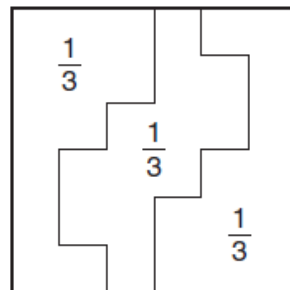
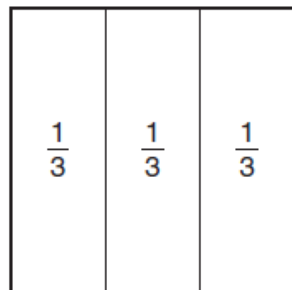
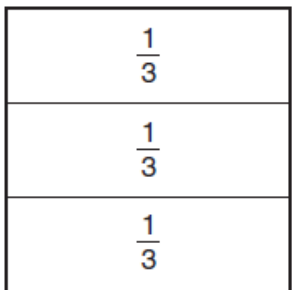
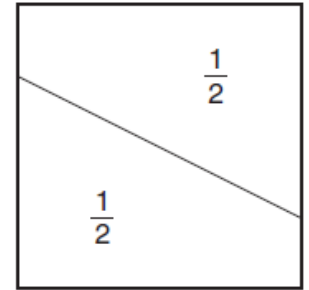
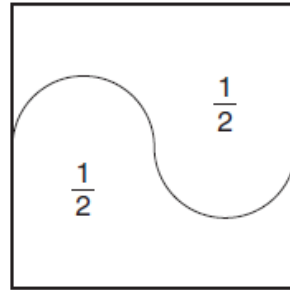
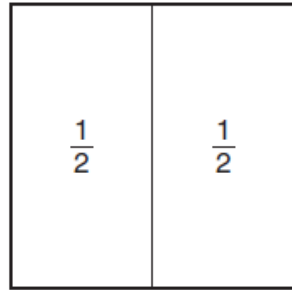
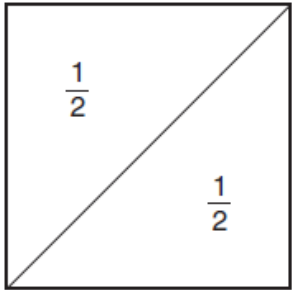




# Fraction capture



## Instructions

Use a 1-6 dice.

Player 1: Roll the dice twice and then create a proper (bigger number on top) fraction. E. G If you roll a 2 and a 6, your fraction is  $\frac{2}{6}$ . On the sheet, colour  $\frac{1}{6}$  and then another  $\frac{1}{6}$ , so  $\frac{2}{6}$  in total. You can colour it on the same shape or different shapes.

Player 2: Follow the same steps as player 1.

The person to colour the final part of each shape, 'wins' that shape, so write your name next to it. Think strategically before you colour a part!

When the sheet is complete, and all shapes are fully covered, see who has won the most shapes.

Variations:

- allow equivalent fractions. For example, if you roll  $\frac{1}{2}$ , you could colour  $\frac{3}{6}$  instead.
- Write the calculation out to support thinking. For example,  $\frac{3}{6} = \frac{1}{6} + \frac{1}{6} + \frac{1}{6}$
- For older children, add up how much, in fractions, you have coloured in total.