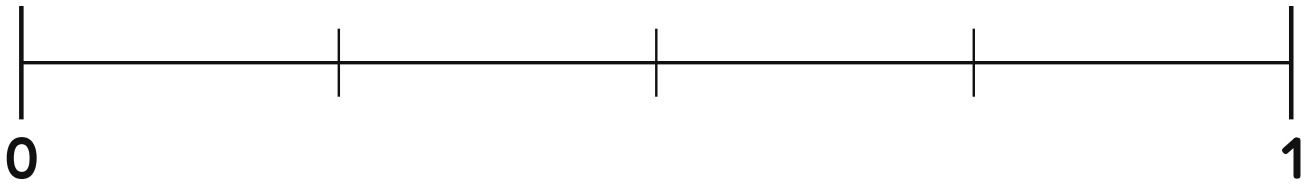
Fraction Line Race: Fourths

Flip a coin: heads 1, tails 2. Jump that many marks and say where you land in this line's parts. First to the 1 on the bottom line wins.

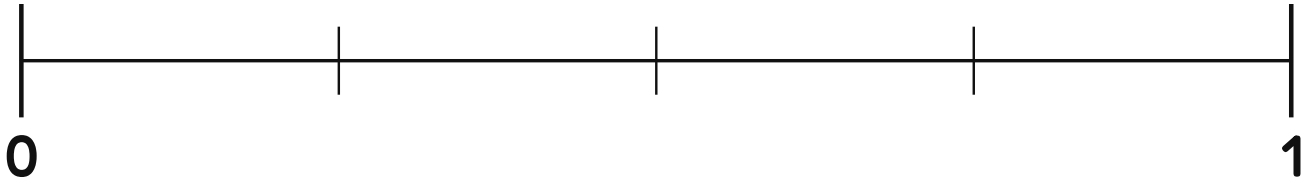
Start here, on 0

Then carry on below



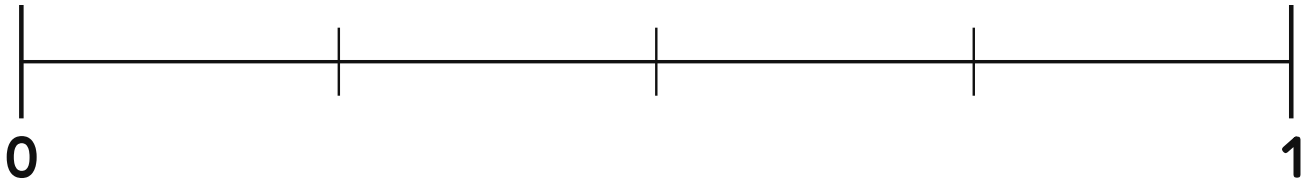
Next line

Then carry on below



Next line

Finish

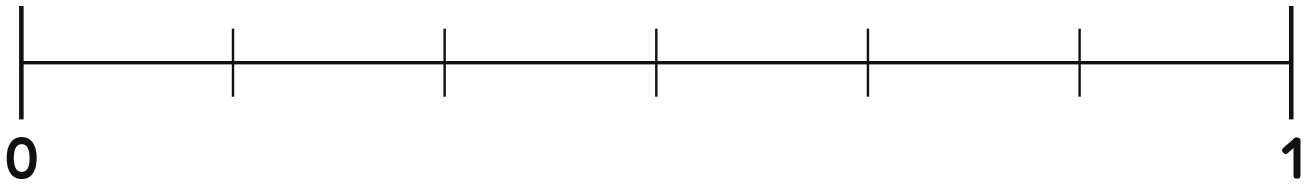


Wonster WORDS
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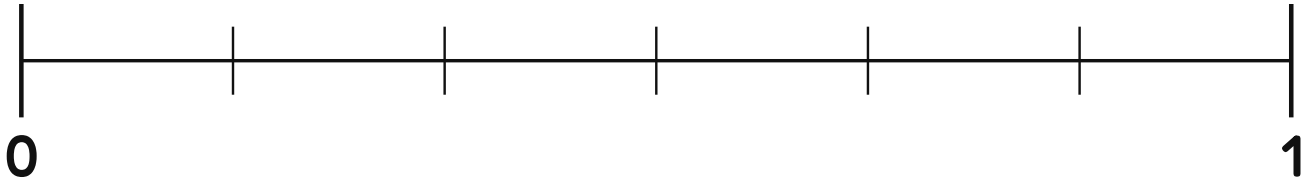
Fraction Line Race: Sixths

Spin the spinner: 1, 2, or 3. Jump that many marks and say where you land in this line's parts. First to the 1 on the bottom line wins.

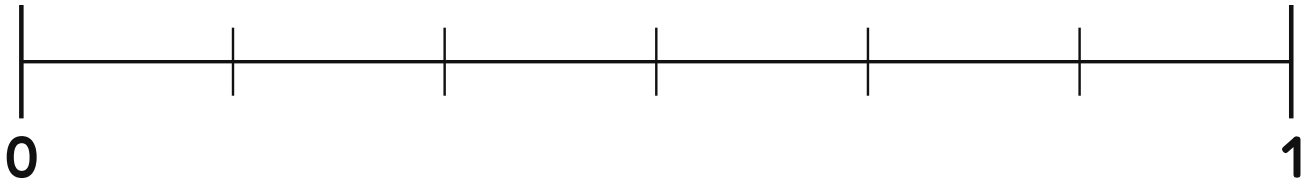
Start here, on 0 **Then carry on below**



Next line **Then carry on below**



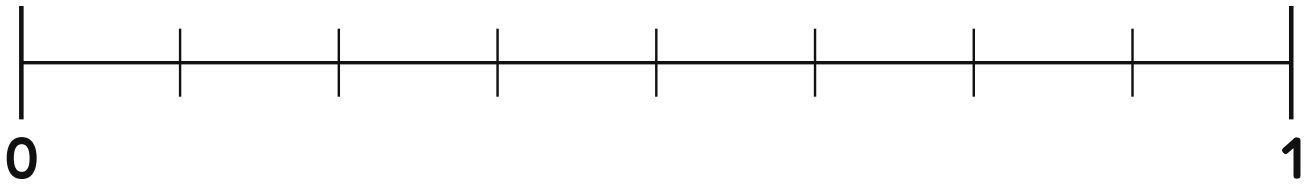
Next line **Finish**



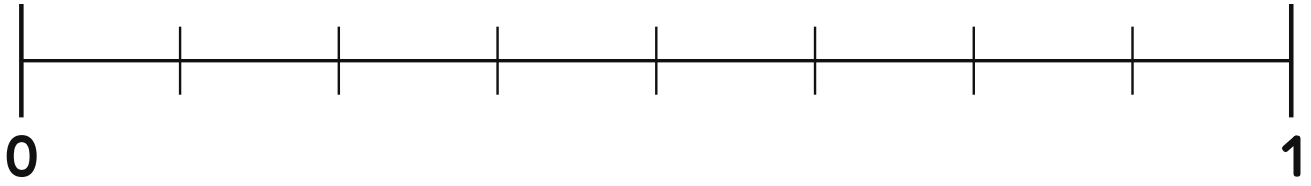
Fraction Line Race: Eighths

Roll a die. Jump that many marks and say where you land in this line's parts. First to the 1 on the bottom line wins.

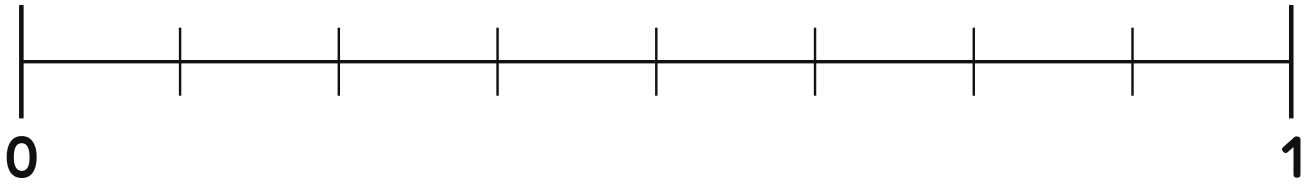
Start here, on 0 **Then carry on below**



Next line **Then carry on below**



Next line **Finish**

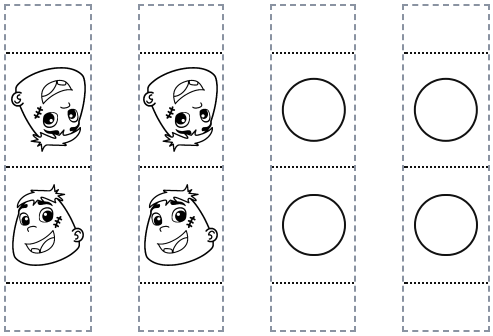


Fraction Line Race: Pieces

Cut out the pieces and fold them to stand. The spinner is for the sixths board.

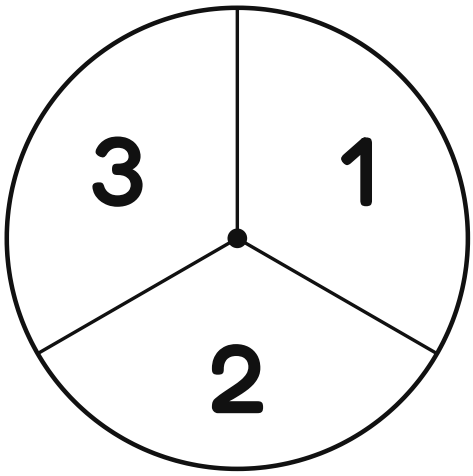
Playing pieces

Cut on the dashed lines. Fold on the dotted lines. Color a token so each player's piece is different.



Spinner, sixths board

Hold a paper clip on the middle with a pencil point, and flick the clip.



How to play

1. **You need** a board, a piece for each player, up to three, and a coin, the spinner, or a die, as the board says.
2. **Move.** Put your piece on the 0 of the top line. On your turn, jump that many marks and say where you land in the line's own parts, such as "five eighths".
3. **Past the 1 at the end of a line, keep counting on the next line down.** The next mark you count is the first mark after 0, even when your jump starts on the 1. Every board is three lines from 0 to 1.
4. **The first player to reach the 1 on the bottom line wins.** Landing on it exactly is not required.
5. **A child on the fourth mark of the eighths line who says "one half" is right about the place.** Agree, then ask for the name in eighths: four eighths.
6. **A child on the last mark of a line who reads the printed 1 is right too.** Agree, then ask for it in the line's own parts, such as four fourths.

For Grown-Ups: How to Use These Game Boards

One board at a sitting: fourths, sixths, or eighths. For third grade.

Why use it

A fraction has a place on the number line, found by counting equal jumps from 0 (3.NF.A.2b; TEKS 3.3(A), (B), 3.7(A)). A child who lands on the fifth mark of an eighths line says five eighths, in the line's own parts. Each board is three lines from 0 to 1, so every landing stays at or below 1. If you learned a fraction only as a piece of a pie, the line will look new.

What it is good for

- Reading a place on a number line as a fraction.
- Counting equal jumps from 0.
- Saying a fraction in the parts the line is cut into.

How to use it

1. Put a piece on the 0 of the top line and flip, spin, or roll as the board says.
2. Jump that many marks and say where you land.
3. Past a line's 1, keep counting on the next line, from its first mark after 0.
4. The first player to reach the last 1 wins, with no exact landing needed.

> **Try saying:** “How many jumps from 0 is that? What is each jump called?”

Tip: A child who says one half on 4/8, or reads the printed 1 on a line's last mark, is right about the place. Agree, then ask for the name in the line's parts.