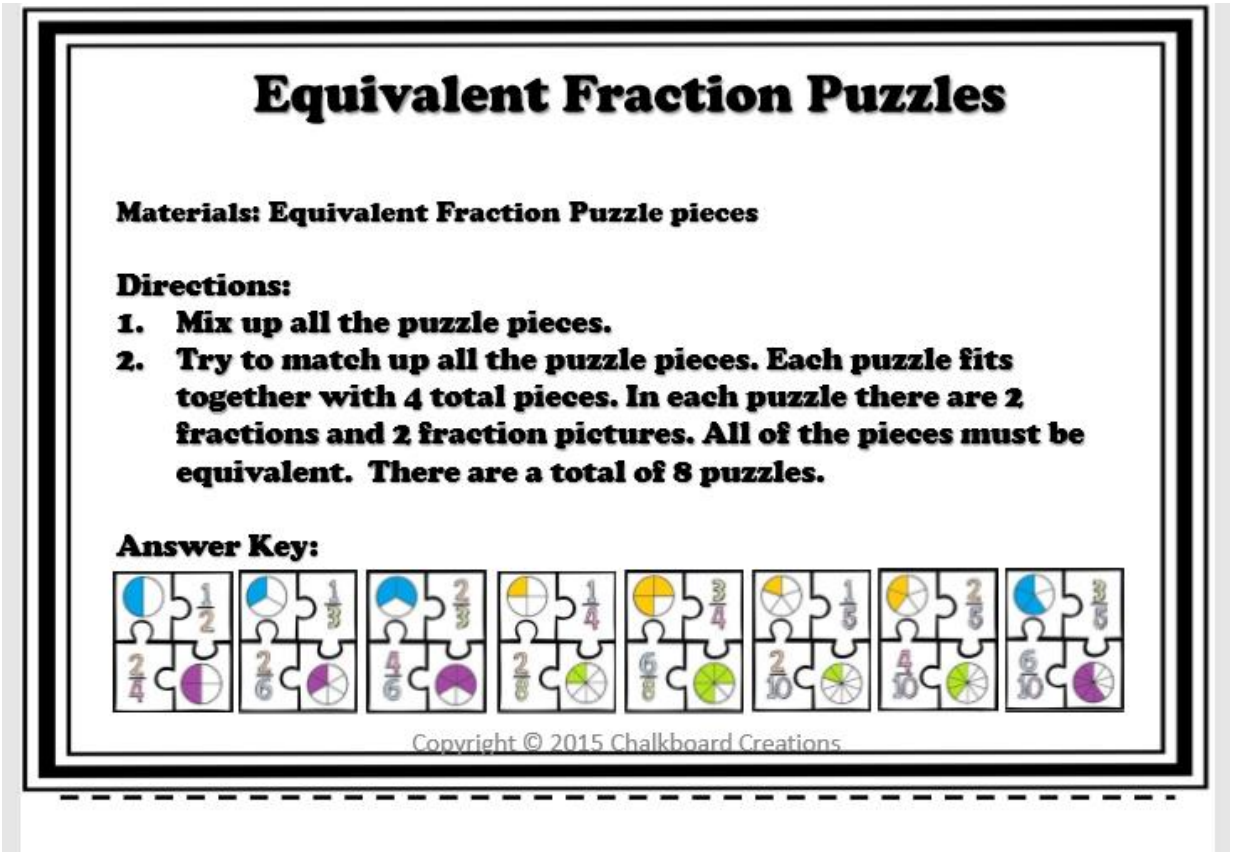
More resources for Making Maths Fun

Equivalent Fraction Puzzles



Equivalent Fraction Puzzles

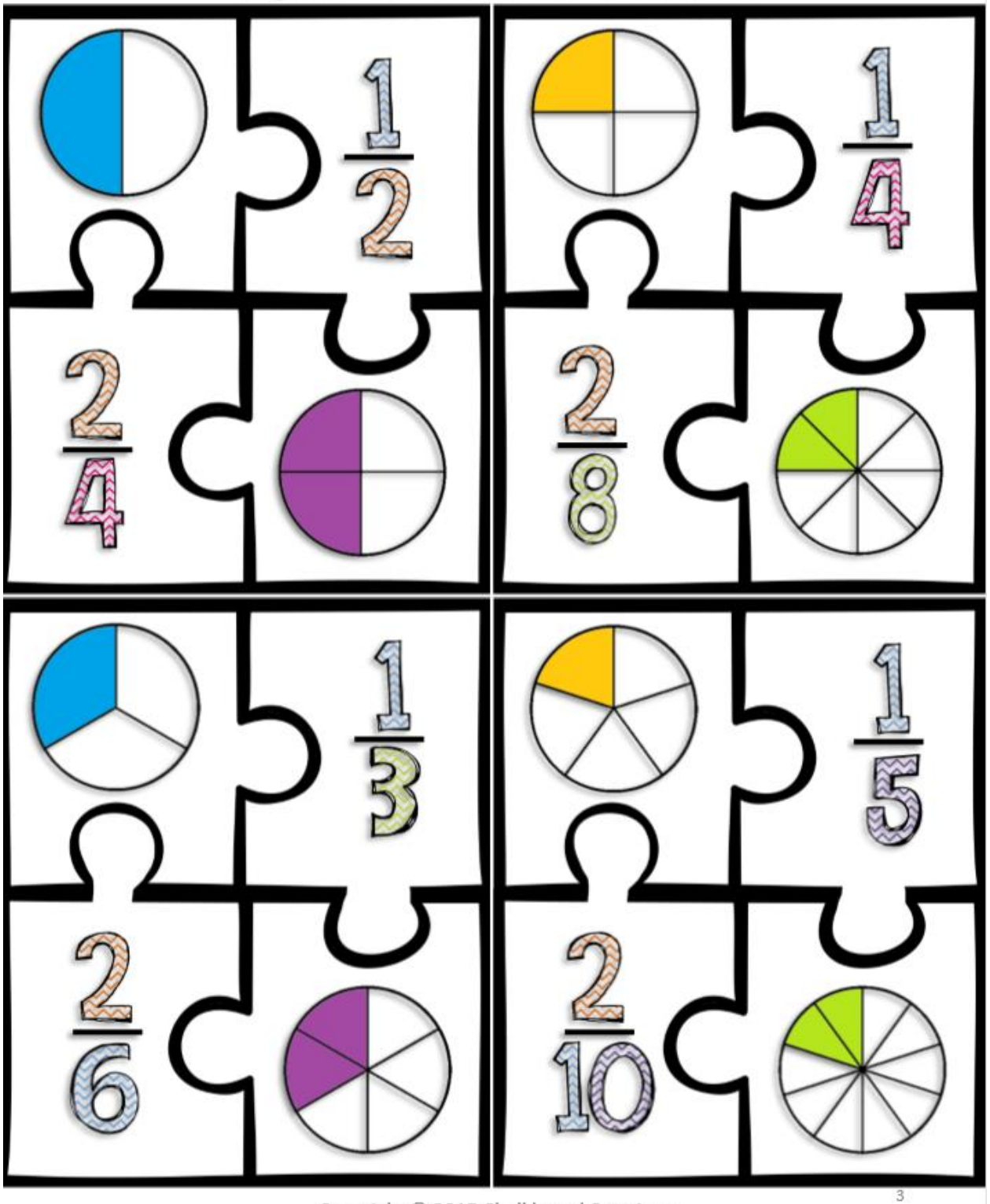
Materials: Equivalent Fraction Puzzle pieces

Directions:

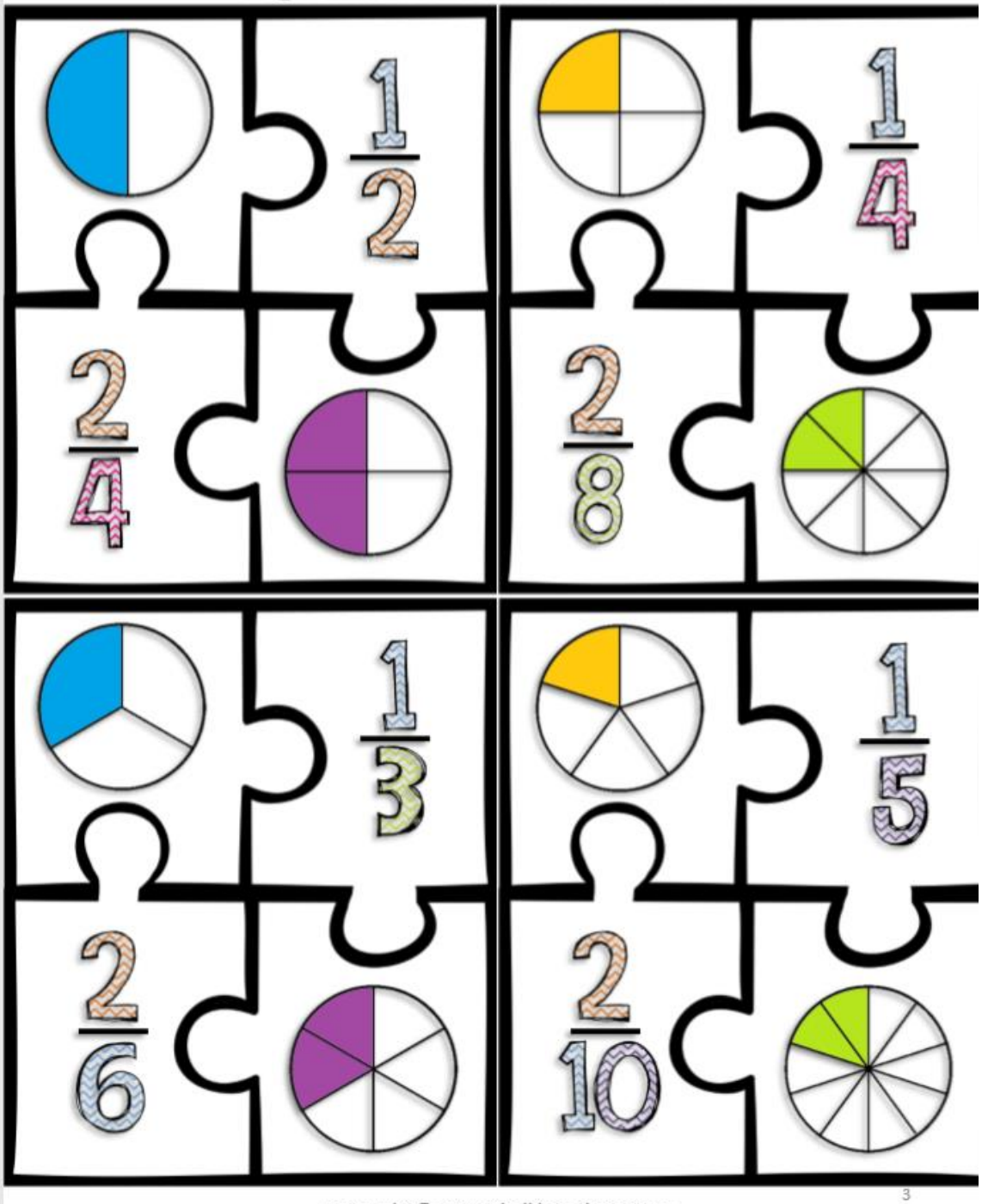
1. **Mix up all the puzzle pieces.**
2. **Try to match up all the puzzle pieces. Each puzzle fits together with 4 total pieces. In each puzzle there are 2 fractions and 2 fraction pictures. All of the pieces must be equivalent. There are a total of 8 puzzles.**

Answer Key:

Equivalent Fraction Puzzles



Equivalent Fraction Puzzles



Contents:

- One 12-sided Target Die
- Three 6-sided Scoring Dice
- Two 6-sided Scoring Dice with Pips 1, 2 and 3 only
- Scoring Track (Short Game & Long Game)
- 6 Game Tokens
- Instruction Booklet
- Game-Go Bag

Ages 6 and Up
For 2 or More Players

Have fun building early math skills!

MathDice® Jr. is a simple, fun game that helps children learn early math skills as they play.

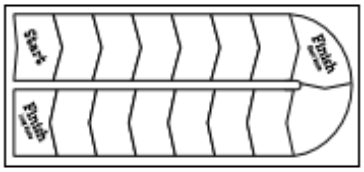
Object:

Be the first player to reach the finish line on the scoring track! To do so, use simple addition and/or subtraction to reach the Target Number.

Setup:

Note: The first time you play, punch out the six Game Tokens.

1) All players sit in a circle so they can see the dice as they are rolled.
2) Set out the scoring track within reach of all players.
3) Each player chooses a Game Token.
4) Place each player's token at the starting line on the scoring track – for players with more advanced math skills, use the long game track. For beginners, use the shorter track.



To Play:

1) Players take turns rolling the Target Die and Scoring Dice. Pass all dice to the youngest player to begin.
2) This player begins by rolling the 12-sided Target Die. The number rolled is the Target Number. In the example below, the Target Number is 5.

3) The same player then rolls the five 6-sided Scoring Dice to establish five Scoring Numbers. In the example below, the Scoring Numbers are 5, 6, 1, 3 and 2.

4) Players combine the Scoring Numbers using addition and/or subtraction to match the Target Number exactly. Players may combine as many or as few Scoring Numbers as they wish. Scoring Numbers may be used in any order, and each may be used only once. Players may also use a single Scoring Number by itself if it exactly matches the Target Number.
5) When a player sees a way to hit the Target Number, s/he calls out, "Math Dice!" That player explains how he/she used the numbers to reach the Target and keeps the dice used until the end of the round.
6) Play continues as players examine the remaining Scoring Dice, calling out, "Math Dice!" if they discover another way to hit the Target Number.

In our example, three players might shout out the following...
(Remember, the Target Number is 5 and the Scoring Numbers are 5, 6, 1, 3 and 2.)

Player 1 shouts, "Math Dice! 2 + 3 = 5 " and removes the dice showing 2 and 3.

Player 2 shouts, "Math Dice! 6 - 1 = 5 " and removes the dice showing 6 and 1.

Player 3 shouts, "Math Dice! 5 " and removes the final remaining die showing 5.

Practice Tables

Target Die	Scoring Dice				
5	5	6	1	3	2

Target Number: 5 Scoring Numbers: 5, 6, 1, 3, 2

Combinations

Using 1 Die: [5]

Using 2 Dice:
[3] + [2] = 5 or [6] - [1] = 5

Using 3 Dice:
[6] + [1] - [2] = 5

Using 4 Dice:
[6] + [1] + [3] - [5] = 5

Using 5 Dice:
[3] + [2] + [5] - [6] + [1] = 5

7) When all Scoring Dice have been claimed OR there are no further ways to reach the Target Number, the round is over.

8) Players score one point for each die they collect during the round. Players advance their tokens along the scoring track, moving one square for each point earned.

9) The player who rolled first passes all dice to the player on his/her left. The next round begins with a new roller, and play continues from step 2.

10) The first player to reach the finish line on the scoring track WINS! A short game is played to 7 points and a long game is played to 15 points.

If You Lose Your Playing Board...

Have No Fear! The most important thing is to keep track of the points earned each round. So just draw your own board on a piece of paper or print a new one from our website:
www.ThinkFun.com/MathDiceJr

Remember:

The fun and flexibility of this game is in combining the Scoring Numbers in the most creative ways to reach the Target Number. The more numbers you use, the more spaces you'll advance, so why use a "5" when you can earn double the points by combining 3 and 2?! Encourage players to stretch their thinking and have a blast seeing numbers in a whole new way!

Other Versions of Game Play:

The rules above describe competitive MathDice Jr. play. To make game play as enjoyable and appropriate as possible, we encourage you to modify the rules to best suit your particular player(s). Here are two suggestions, try these or make up your own rules!

Play Cooperatively: Work together to find as many combinations as you can. Have fun exploring the numbers and their patterns together!

Multiplication: For players who are comfortable with multiplication, allow them to multiply as well as adding and subtracting the Scoring Numbers to reach the Target Number.

MathDice® Jr. and the Flexibility of Numbers:

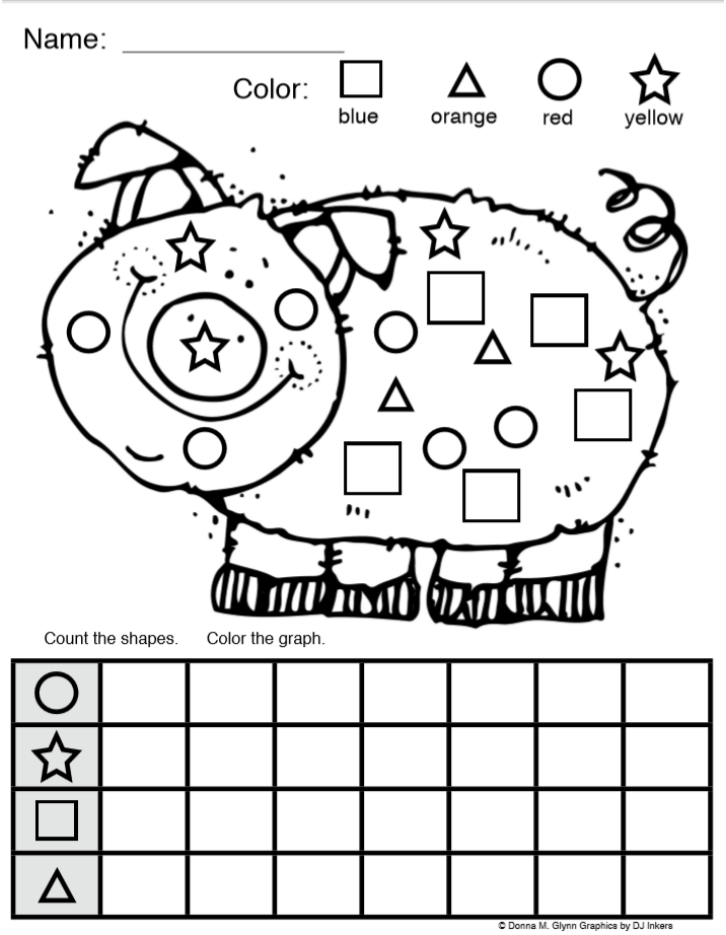
Numbers are incredible! As your child builds math skills by playing MathDice Jr., he/she will begin to discover patterns and relationships that strengthen number sense understanding and overall math ability!

Parents and Teachers

MathDice Jr. is a great learning game for the classroom and for home schooling.

Where It Started

MathDice® was invented by Sam Ritchie as a "Design a Game" math workshop project for his sixth grade class. Now a college graduate, Ritchie continues to seek out new, innovative ways to inspire thinkers through game play. He's recently used his programming expertise to create the mobile App for ThinkFun's Rush Hour game... and MathDice is coming soon! Sam hopes that MathDice will make math more fun and accessible for kids around the world!



There are heaps of great ideas for maths games on www.Pinterest.com.au. You will need to create your own account but then you have access to heaps of ideas – all for free. If you search on maths games you will find lots to choose from.