**Fractwards**

<http://www.nctm.org/uploadedFiles/Lessons_and_Resources/Teaching_Tips/fractwards.pdf>

Materials:

* Fractwards students recording sheet
* Fractwards board game
* 2 Fractwards dice template

Rules:

* A player rolls all four dice.
* Make any two fractions, using all numbers facing up as either numerators or denominators.
* If one of the fractions is a whole number, it becomes negative.
* Write the two fractions on the worksheet and add them.
* Move forward the sum of the fractions, or backward if the result is negative.
* You will find the first sum on the Game Board.
* Continue to roll all dice, create and recording fractions, finding their sum and moving that distance from the ‘Old Spot’ on the Game Board.
* If moving backwards takes a player off the board, the player starts at zero.
* If two equivalent fractions are created, the player earns another turn! Roll the dice again before passing the dice to the next player.
* If the same number appears on all four dice, the player moves their piece to zero.
* If a player lands on one of the special icons (smile, heart, sun or cube), they move to the matching icon whether the player advances or digresses.
* The winner is the player that reaches the end of the Game Board first. You do not have to land exactly on the last square (16) to win.

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| First Fraction | Second Fraction | Sum of Fractions | Old Spot on Game Board | New Spot on Game Board |
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