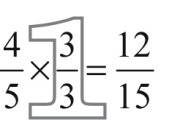
**BLM 7.N.3.2: Equivalent Fraction Challenge**

**Background Information**

The identity number for both multiplication and division is 1, so you may multiply or divide any number by 1 without changing the number’s identity.

Equivalent fractions may be created by multiplying or dividing a fraction by any name for 1.

*Example:*





**How to Play**

Choose a partner for this game. To play the game, you need a number cube, two pens of different colours, and game cards to record play. Each player uses a different-coloured pen to record his or her play. Play proceeds as follows:

* **Step 1:** Both you and your partner roll one number cube and together create a proper fraction that will be used as the target fraction for a given round. Use the smaller numeral for the numerator and the larger numeral for the denominator. Record the fraction on your game card as the target fraction. For example, if you roll a 5 and a 2, record . The player who rolled the highest numeral may play first.
* **Step 2:** Roll one number cube. Use this number to create a fraction name for 1. Record the number above the equivalent fraction square. For example, if you roll a 2, multiply (or divide, if possible) the fraction  and record the equivalent fraction in the game card.
* **Step 3:** If you can, use division to simplify or reduce the fraction. If not, multiply to create an equivalent fraction. Record your new fraction. If it matches the target fraction name, record your name in the winner’s box. If not, play passes to the next player. If you make an error, you lose a turn.

**How to Win**

* The player who returns the fraction to its original target name wins the round.
* The player who wins the most rounds wins the game.

**Sample Game Card**

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Target  Fraction  Name | Change Factors and Equivalent Fractions | | | | | | | | | | |
|  |  |  |  |  |  |  |  |  |  |  | Winner |
|  |  |  |  |  |  |  |  |  |  |  |  | Player 1 |

*(continued)*

**BLM 7.N.3.2: Equivalent Fraction Challenge (continued)**

**Game Cards**

**Player 1**   **Player 2** **Date**

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Target  Fraction Name | Change Factors and Equivalent Fractions | | | | | | | | | | |
|  |  |  |  |  |  |  |  |  |  |  | Winner |
|  |  |  |  |  |  |  |  |  |  |  |  |  |

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Target  Fraction Name | Change Factors and Equivalent Fractions | | | | | | | | | | |
|  |  |  |  |  |  |  |  |  |  |  | Winner |
|  |  |  |  |  |  |  |  |  |  |  |  |  |

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Target  Fraction Name | Change Factors and Equivalent Fractions | | | | | | | | | | |
|  |  |  |  |  |  |  |  |  |  |  | Winner |
|  |  |  |  |  |  |  |  |  |  |  |  |  |

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Target  Fraction Name | Change Factors and Equivalent Fractions | | | | | | | | | | |
|  |  |  |  |  |  |  |  |  |  |  | Winner |
|  |  |  |  |  |  |  |  |  |  |  |  |  |

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Target  Fraction Name | Change Factors and Equivalent Fractions | | | | | | | | | | |
|  |  |  |  |  |  |  |  |  |  |  | Winner |
|  |  |  |  |  |  |  |  |  |  |  |  |  |

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Target  Fraction Name | Change Factors and Equivalent Fractions | | | | | | | | | | |
|  |  |  |  |  |  |  |  |  |  |  | Winner |
|  |  |  |  |  |  |  |  |  |  |  |  |  |