9.2d Make a whole

Objective

- Make a whole with two or more fractions with the same denominator.
- Using number lines to show fractions.

Materials

- Linking cubes
- Appendix 9.2d

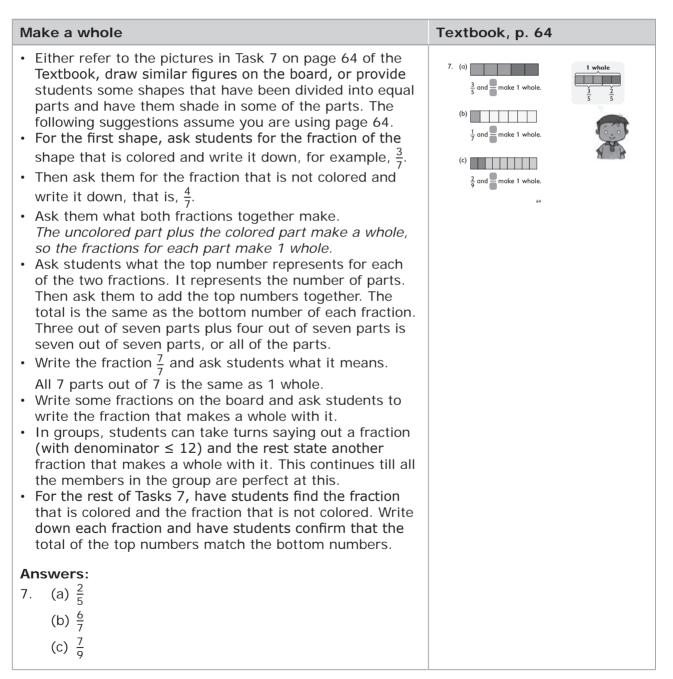
PRIMARY

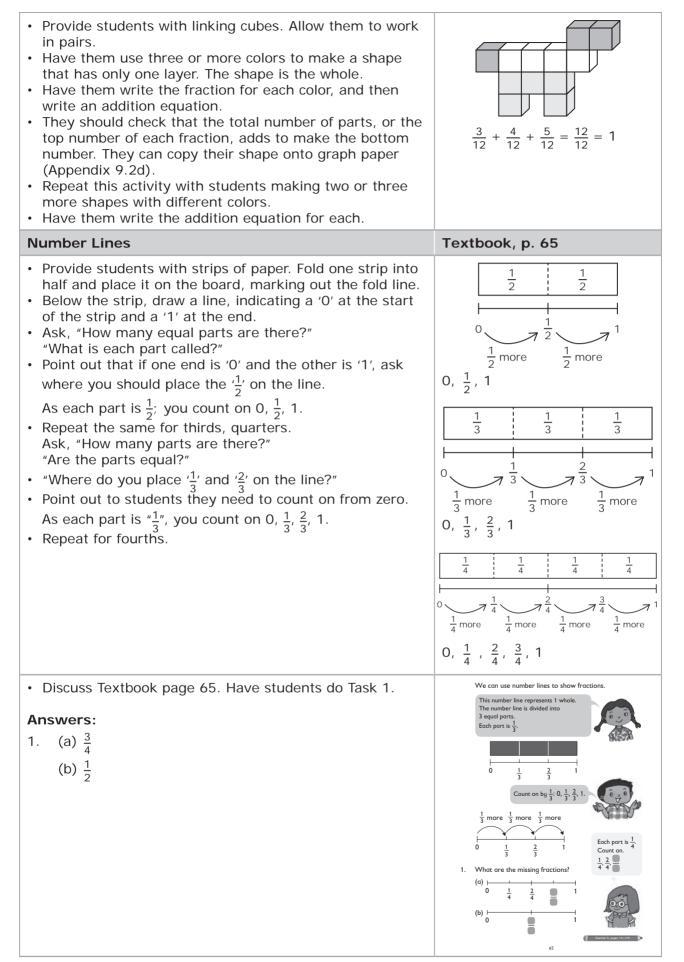
Reinforcement 9.2d

Common Core State Standards

2.G.2 2.G.3 3.NF.1 3.NF.2a 3.NF.2b

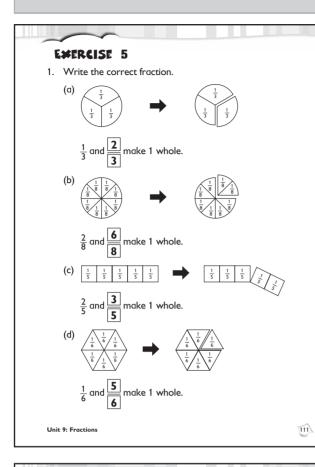
Mathematical Practices MP2 MP4

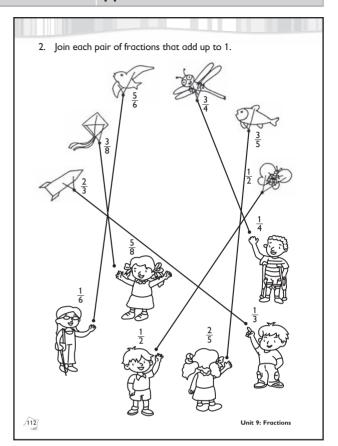


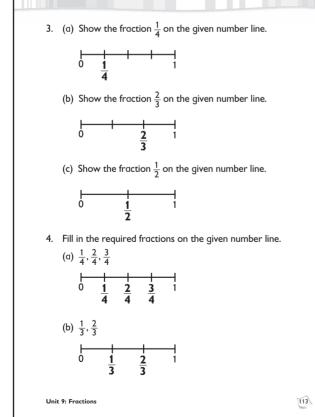


Practice

Workbook Exercise 5, pp. 111–113







8.3c

Group game

<u>Purpose</u>: Practice adding and subtracting money. Material

• Cards with pictures of items and cost of items, or simply money amounts, under \$10. Procedure

- Shuffle cards and place them facedown in the middle.
- Players take turns drawing two cards each.
- They record the items and write an equation to find how much more one item costs than the other.
- Repeat two more times. They will have three differences recorded. Students then add their three values together.
- The student with the highest sum wins.

9.2c

Group game

<u>Purpose</u>: Practice comparing unit fractions. <u>Material</u>

• Four sets of unit fractions with the following fractions written on index cards:

1	1	1	1	1	1	1	1	1	1	1
-,	-,	-,	-,	-,	-,	-,	-,		<u> </u>	
2	3	4	5	6	7	8	9	10	11	12

Procedure

- Shuffle cards and place them facedown in the middle.
- For each round, players take turns drawing a card and turning it over.
- The one with the largest fraction gets all the cards.
- If it is a tie, the tied players draw another card and compare.
- The player with the most cards at the end wins.

9.2d

Group game

<u>Purpose</u>: Match fractions that make a whole. <u>Material</u>

• A set of fraction cards with the following fractions written on index cards:

1	1	1	2	1	2	2	3	1	2	3	4	1	2	3	3	4	5	1	2
		- '																	
2	2	3	3	4	4	4	4	5	5	5	5	6	6	6	6	6	6	/	/
3	4	5	6	1	2	3	4	4	5	6	7	1	2	3	4	5	6	7	8
-,	-,	— ,	-,	-,	-,	-,	-,	-,	-,	-,	-,	-,	-,	-,	-,	-,	-,	-,	_
		7																	

Procedure

- Shuffle cards and place facedown in the middle.
- Turn over the top card and put it face up in the middle.
- Players take turns turning over a card. If there is a card in the middle that makes a whole with the card they turned over, they keep both cards. If there is not, they place their card face up in the middle.
- Play continues until all cards are paired.