

# Creepy Crawly Fractions

Players: 2 or more

Players advance along a track of 6-legged insects and 8-legged critters by spinning fractions and finding fraction equivalents.

## SKILLS

Fraction equivalents

## PREPARATION

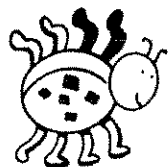
Provide a Creepy Crawly Fractions game board (page 55), a spinner (page 54), and a copy of the rules (page 53) to each group of players. Have a place marker for each player (page 54).

## Basic Math Skill

List all the possible sixths and eighths on the board (not including 0):  $\frac{1}{6}, \frac{2}{6}, \frac{3}{6}, \frac{4}{6}, \frac{5}{6}, \frac{6}{6}$ , and  $\frac{1}{8}, \frac{2}{8}, \frac{3}{8}, \frac{4}{8}, \frac{5}{8}, \frac{6}{8}, \frac{7}{8}, \frac{8}{8}$ . Ask students to compare the values of the fractions on the lists. For example, how many equivalents (fractions of equal amounts) can they find? ( $\frac{3}{6}$  and  $\frac{4}{8}$ ;  $\frac{6}{6}$  and  $\frac{8}{8}$ ) Which fractions can be renamed in lower terms? ( $\frac{2}{6} = \frac{1}{3}$ ;  $\frac{3}{6}$  and  $\frac{4}{8} = \frac{1}{2}$ ;  $\frac{4}{6} = \frac{2}{3}$ ;  $\frac{6}{6}$  and  $\frac{8}{8} = 1$  or  $1$ ;  $\frac{2}{8} = \frac{1}{4}$ ;  $\frac{6}{8} = \frac{3}{4}$ ) Leave this information on the board as a reference while students play Creepy Crawly Fractions.

## Skill Challenge

- Add a 12-legged centipede to the board and the simple fraction  $\frac{1}{8}$  to the spinner. You might also want to include 4-legged critters and 2-legged critters.



# Creepy Crawly Fractions

Players: 2 or more

**SKILLS** Fraction equivalents

- MATERIALS**
- Creepy Crawly Fractions game board
  - Creepy Crawly spinner
  - 2 or more place markers (one for each player)

## Playing the Game

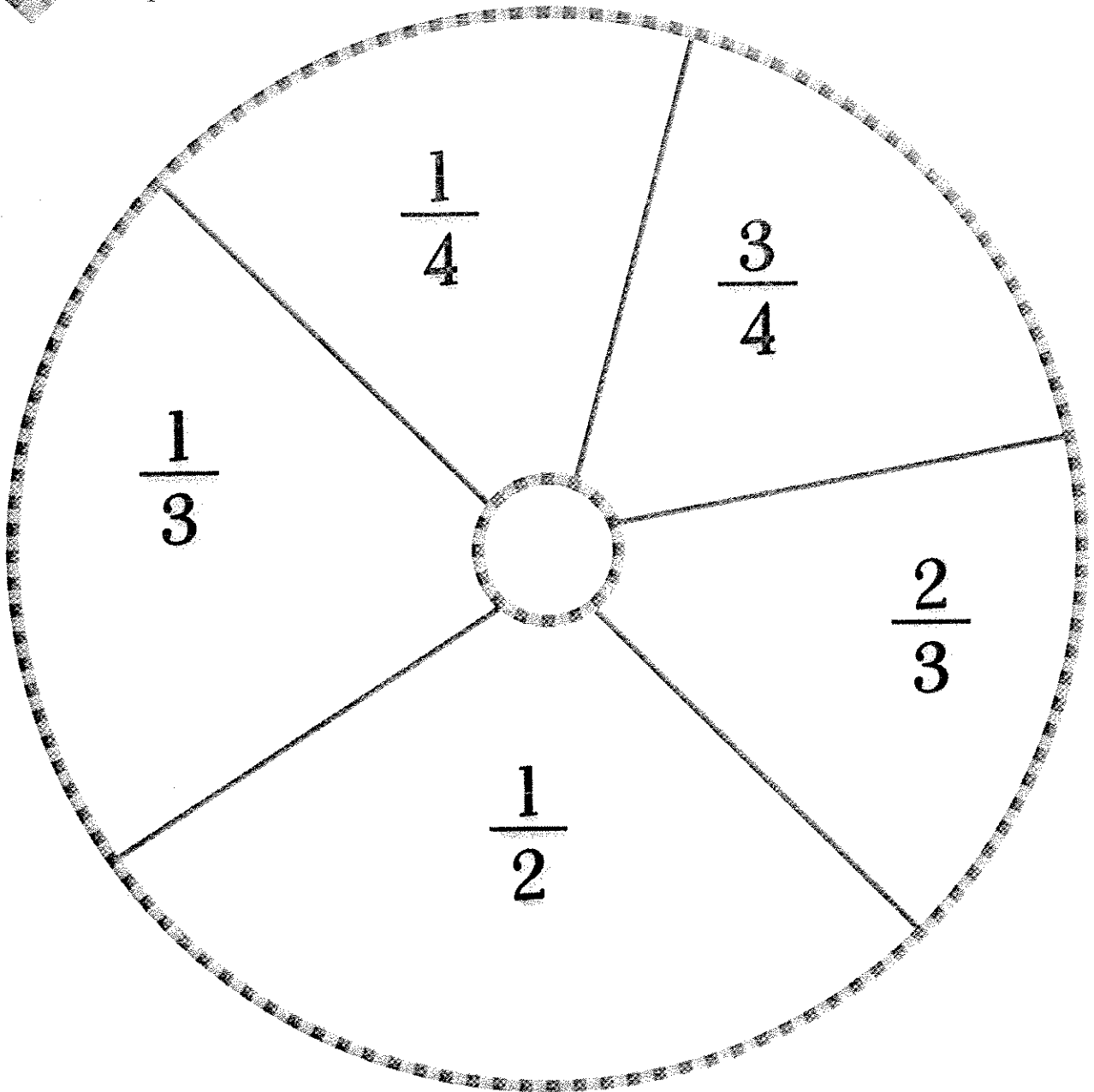
1. Put all place markers on "START."
2. To take a turn, spin the spinner to choose a fraction. Move your place marker ahead to the nearest equivalent (equal) fraction. Announce this fraction aloud as you land on it.
  - ※ **Sample Turn 1:** You spin  $\frac{1}{2}$ . From "START," move ahead 1 space to the insect with 3 out of 6 ( $\frac{3}{6}$ ) legs colored (1 move). Say "three-sixths" aloud.
  - ※ **Sample Turn 2:** You spin  $\frac{1}{3}$ . Move ahead 3 spaces to the insect with 2 out of 6 ( $\frac{2}{6}$ ) legs colored (3 moves). Say "one-third" aloud.
3. Players take turns spinning and moving. If a player moves to the wrong fraction, other players can challenge the move. The penalty for losing a challenge is to move back 1 space from the space where you started your turn.
4. The first player to reach the human at the "END" is the winner. Note that you must spin  $\frac{1}{2}$  to win.

**MATH STRATEGY TIP** A 6-legged insect can have the equivalent fractions  $\frac{2}{6}(\frac{1}{3})$ ,  $\frac{3}{6}(\frac{1}{2})$ , and  $\frac{4}{6}(\frac{2}{3})$ . Spiders have 8 legs, and so can have the equivalent fractions  $\frac{2}{8}(\frac{1}{4})$ ,  $\frac{4}{8}(\frac{1}{2})$ , and  $\frac{6}{8}(\frac{3}{4})$ .

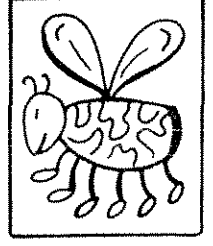
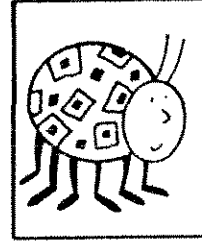
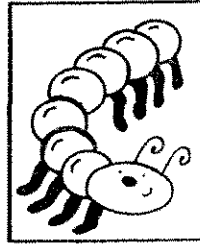
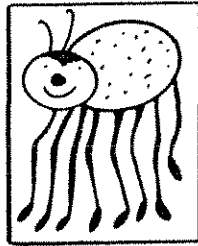
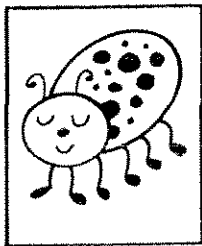
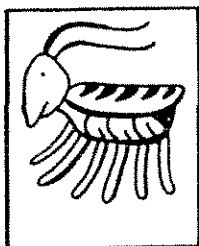
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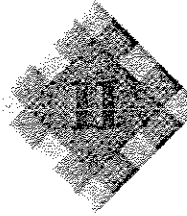
# Creepy Crawly Fractions

Spinner



Place Markers





# Creepy Crawly Fractions

Game Board

