

# What's for Lunch?

Players: 2 or more, plus a game monitor

**SKILLS** Parts of a whole, fraction equivalents

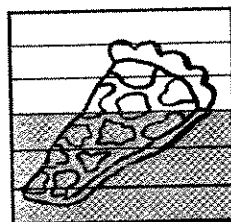
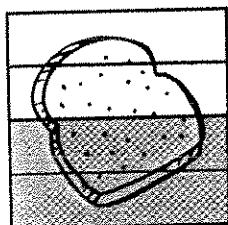
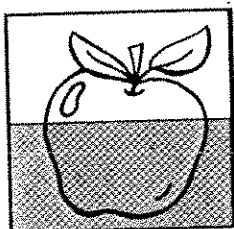
- MATERIALS**
- What's for Lunch? Bingo cards (one page per player)
  - What's for Lunch? spinner and scrap paper (for the game monitor)
  - marker or crayon (one per player)

## Playing the Game

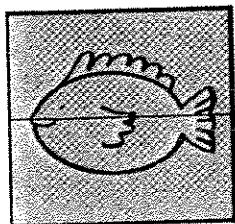
Color three foods in a row to win!

1. The game monitor spins a fraction and says the results aloud. (He or she should write down each fraction in order to double-check the winning card.)

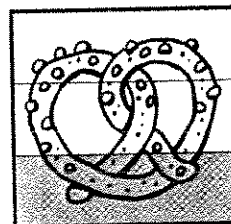
2. Color in the fraction or its equivalent on one of the foods on your card. For example, the monitor spins  $\frac{1}{2}$ . You could color half of one of these foods:



3. A spin of  $\frac{1}{4}$  means that you must color a whole food, even one divided into several parts.



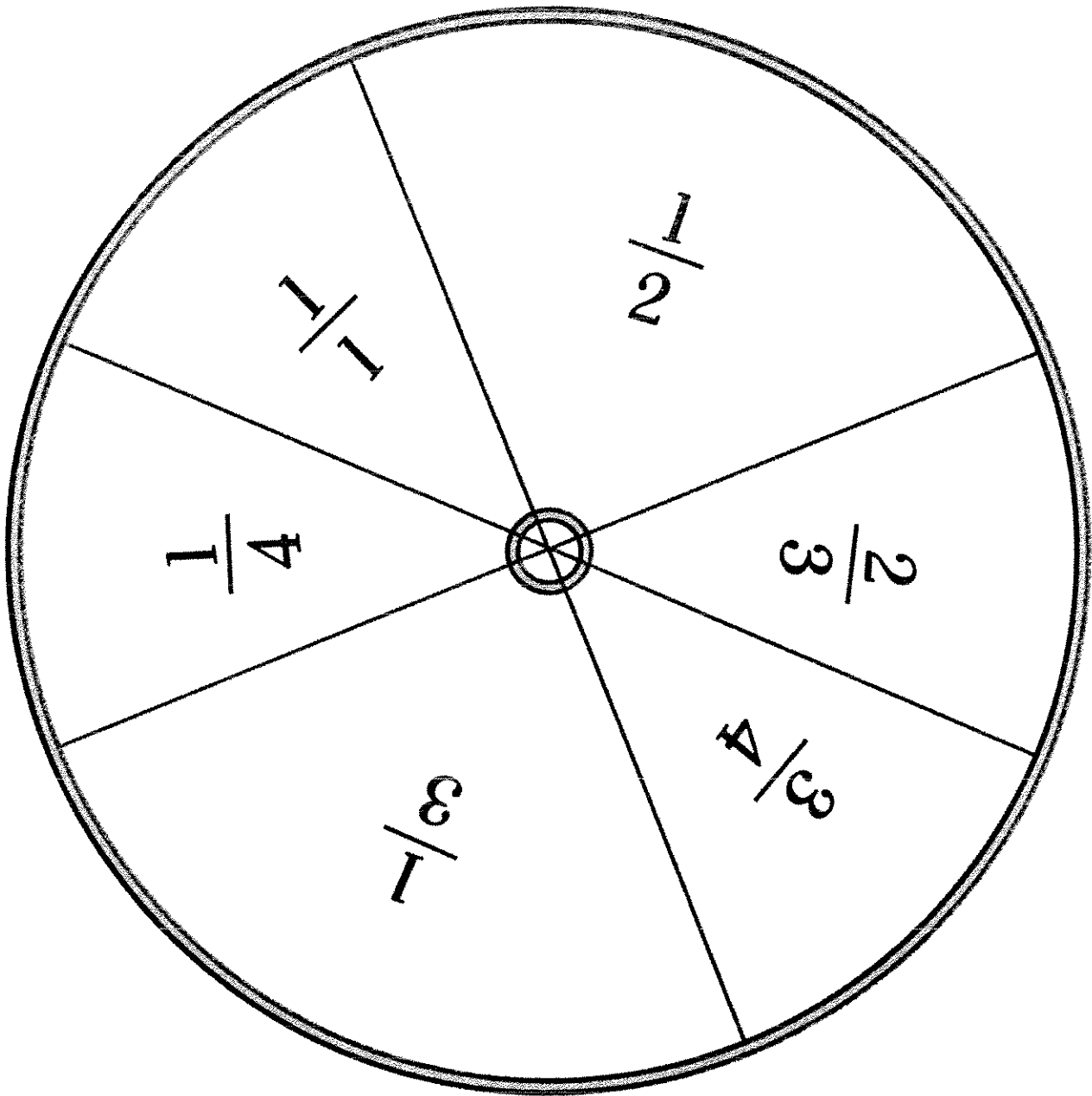
4. For each fraction, you must color in the entire fraction amount. This means that you can't color any food on every spin. For example, the spinner lands on  $\frac{1}{3}$ , you can't color the pretzel. To complete the food, you need two spins of  $\frac{1}{3}$ .



5. When you have three squares in a row completely colored, say, "What's for Lunch?" The squares can be across, up-and-down, or diagonal.

6. The game monitor will check your answer. If your card is right, you win!

Spinner



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## Mouth-Watering Fraction Bingo

