Directions:

- Roll 6 number cubes. If you roll a 5, it counts as wild and can be any number you choose.
- Use 4 of the numbers to show equivalent fractions.
- If you can make equivalent fractions, show or explain how you know the fractions are equivalent.
- If you can't make equivalent fractions, roll the cubes again using as many cubes as you'd like. You may only roll two times each turn.

- Take turns.
- Earn 1 point for each pair of equivalent fractions. The partner with more points after 6 rounds wins the game.

