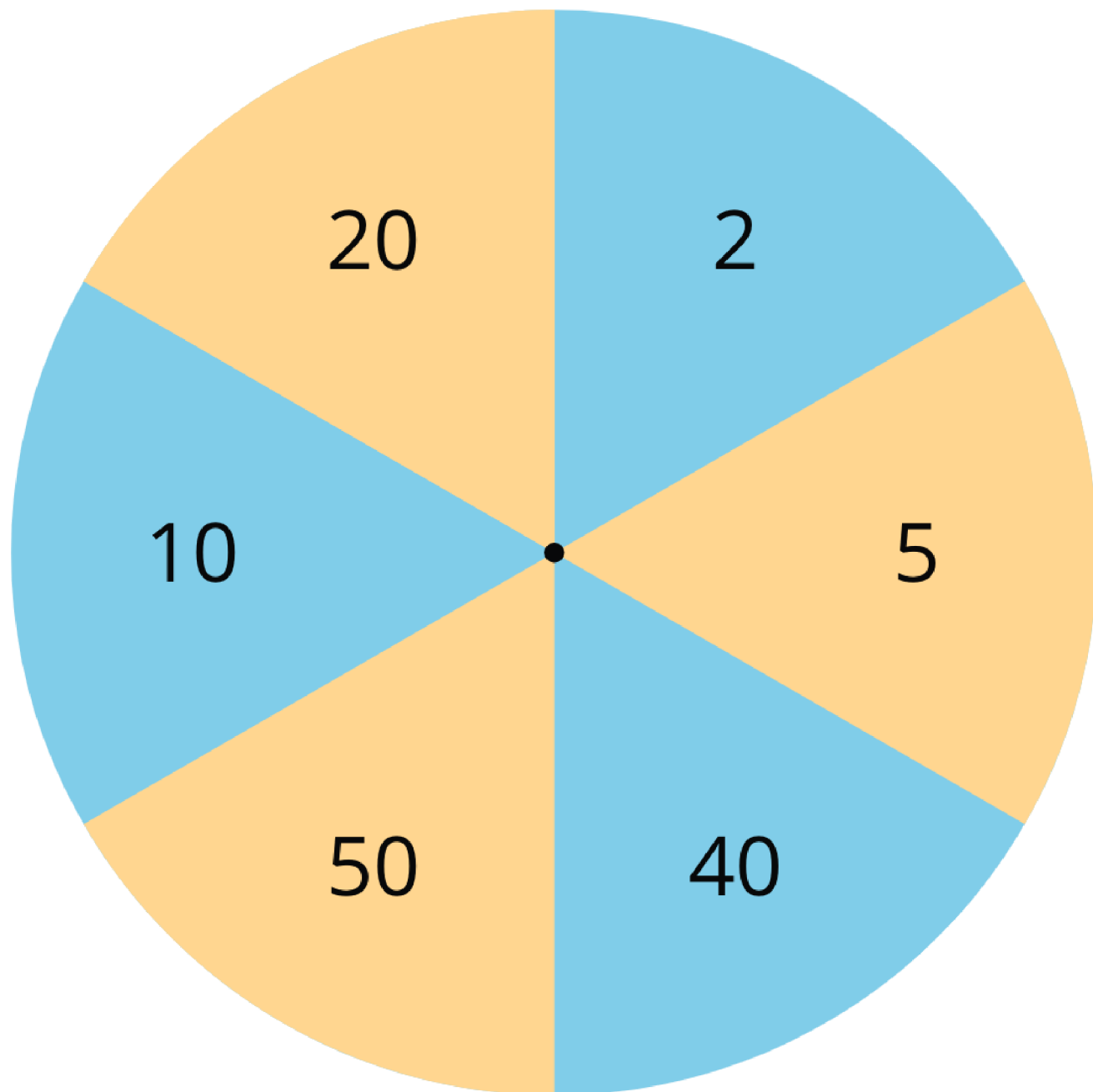




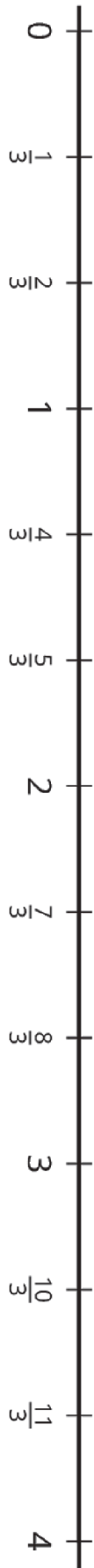
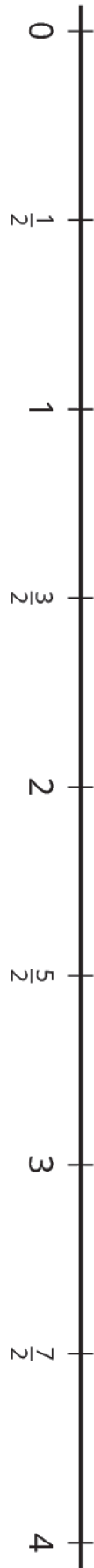


## Directions:

- Place a small cube on 0 on each number line.
  - On your turn:
    - Spin the spinner.
    - Count aloud as you move that distance. Use the tick marks on the number lines.
    - You can use your whole spin on 1 number line or split it between more than 1 number line.
  - Take turns.
  - If a cube lands *exactly* on the last tick mark of a number line, that player keeps the cube and puts a new one at 0.
  - The first player to collect 5 cubes wins.
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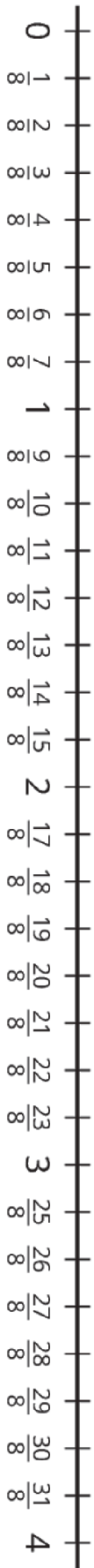
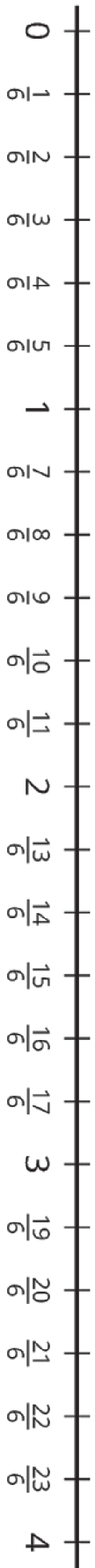
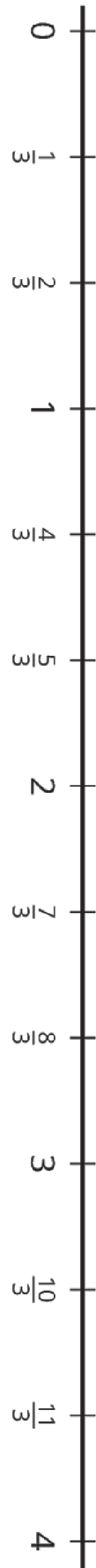
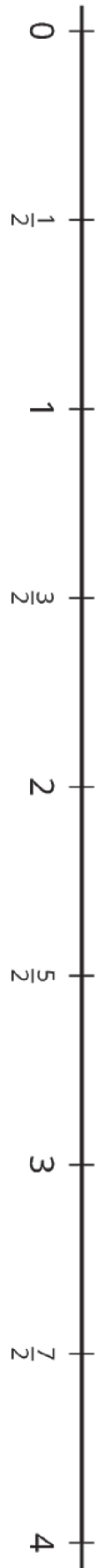


## Directions:

- Place a small cube on zero on each number line.
  - On your turn:
    - Roll a number cube.
    - The number you rolled is the numerator of your fraction. Choose whether you want to use 2, 3, or 4 as the denominator for your fraction.
    - Count aloud as you move a cube that distance on the appropriate number line.
  - Take turns rolling and moving one cube.
  - If a cube lands *exactly* on the last tick mark of a number line, that partner keeps the cube and puts a new one at 0.
  - The first player to collect 5 cubes wins.
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- The first player to collect 5 cubes wins.



## Directions:

- Place a small cube on 0 on each number line.
  - On your turn:
    - Roll a number cube.
    - The number you rolled is the numerator of your fraction. Choose whether you want to use 2, 3, 4, 6, or 8 as the denominator for your fraction.
    - Count aloud as you move a counter that distance on the appropriate number line.
  - Take turns rolling and moving one cube.
  - If a cube lands *exactly* on the last tick mark of a number line, that partner keeps the cube and puts a new one at 0.
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