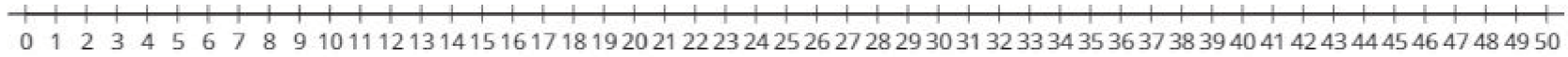
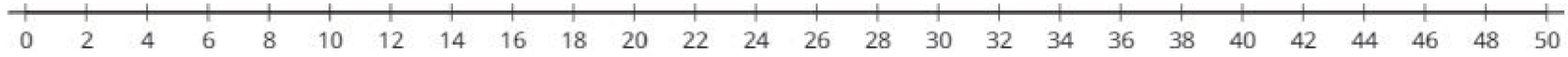
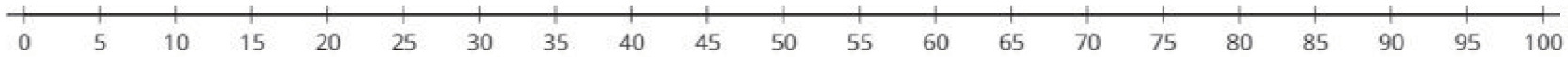
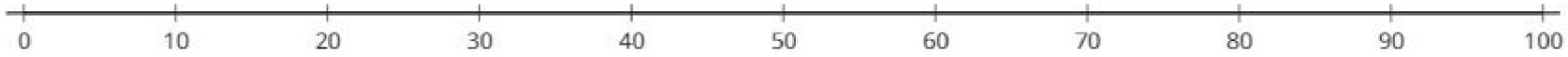
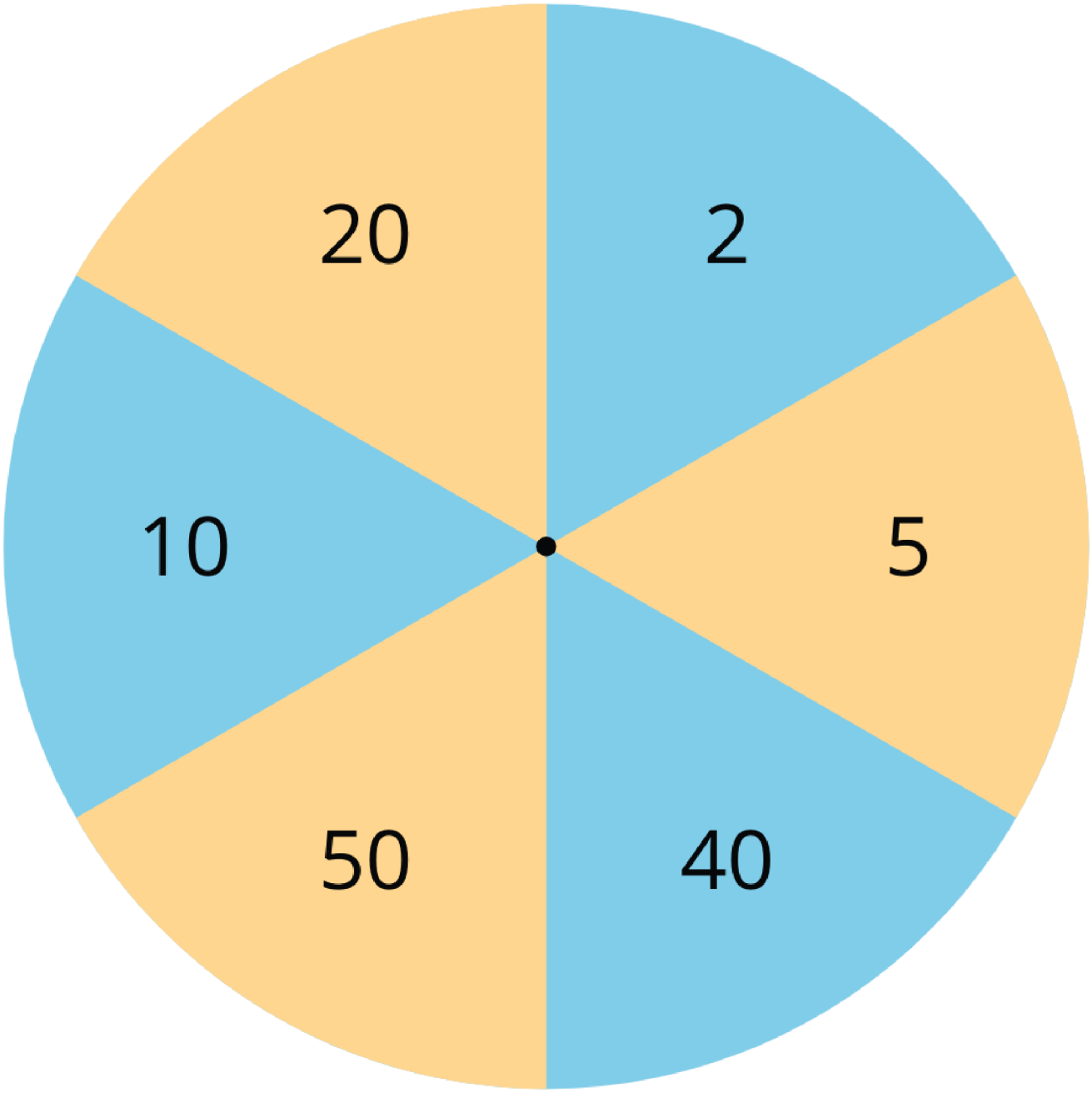
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20
2
10
5
50
40

Directions:

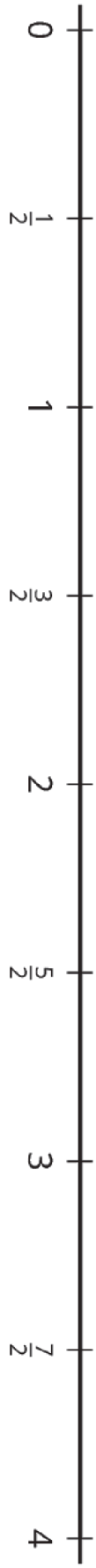
- Place a small cube on 0 on each number line.
- On your turn:
  - Spin the spinner.
  - Count aloud as you move that distance. Use the tick marks on the number lines.
  - You can use your whole spin on 1 number line or split it between more than 1 number line.
- Take turns.
- If a cube lands *exactly* 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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0
1/4
2/4
3/4
1
5/4
6/4
7/4
2
9/4
10/4
11/4
3
13/4
14/4
15/4
4


0
1/3
2/3
1
4/3
5/3
2
7/3
8/3
3
10/3
11/3
4


0
1/2
1
3/2
2
5/2
3
7/2
4

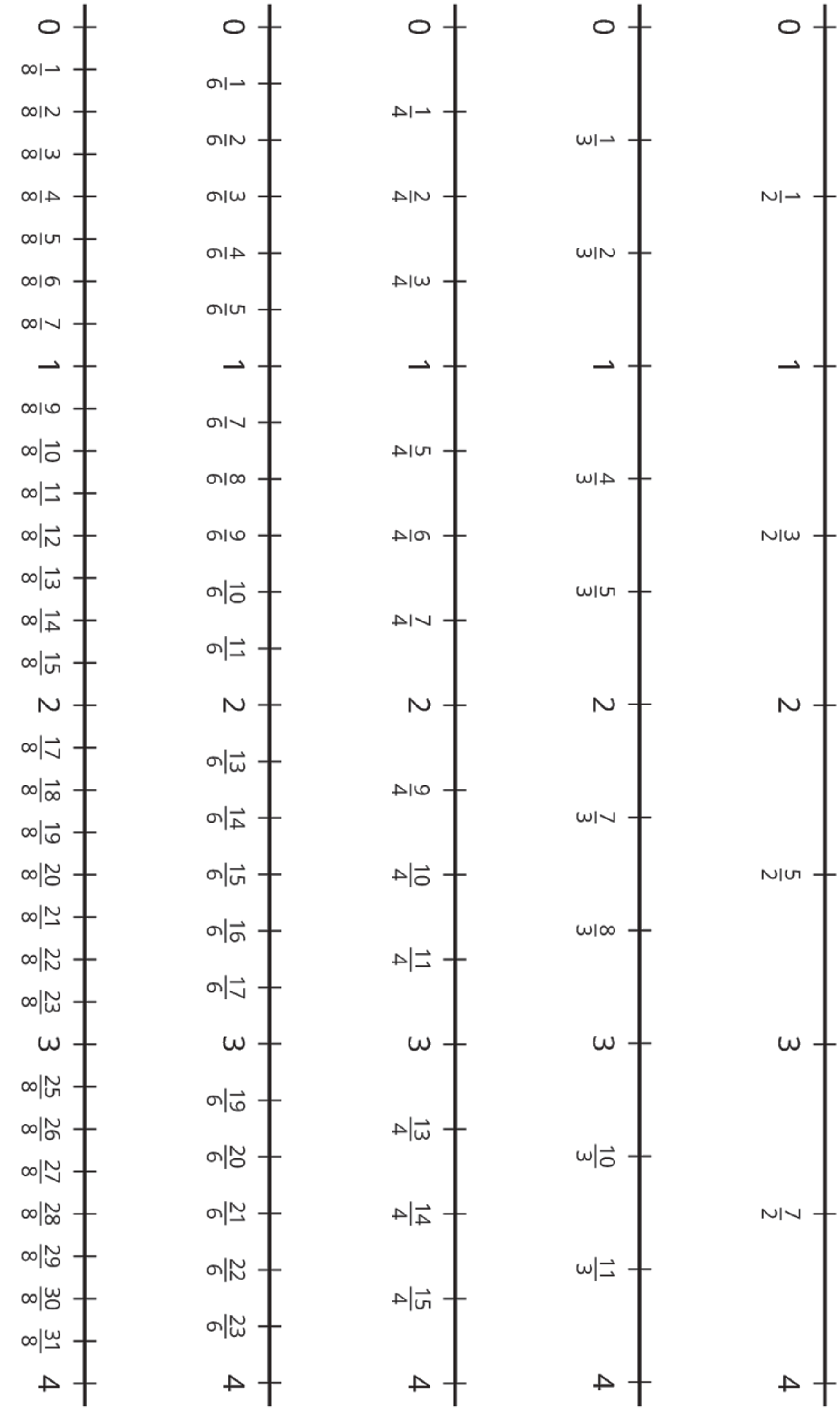
Directions:

- 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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0 1/2 1 3/2 2 5/2 3 7/2 4
0 1/3 2/3 1 4/3 5/3 2 7/3 8/3 3 10/3 11/3 4
0 1/4 2/4 3/4 1 5/4 6/4 7/4 2 9/4 10/4 11/4 3 13/4 14/4 15/4 4
0 1/6 2/6 3/6 4/6 5/6 1 7/6 8/6 9/6 10/6 11/6 2 13/6 14/6 15/6 16/6 17/6 3 19/6 20/6 21/6 22/6 23/6 4
0 1/8 2/8 3/8 4/8 5/8 6/8 7/8 1 9/8 10/8 11/8 12/8 13/8 14/8 15/8 2 17/8 18/8 19/8 20/8 21/8 22/8 23/8 3 25/8 26/8 27/8 28/8 29/8 30/8 31/8 4

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.
- The first player to collect 5 cubes wins.

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