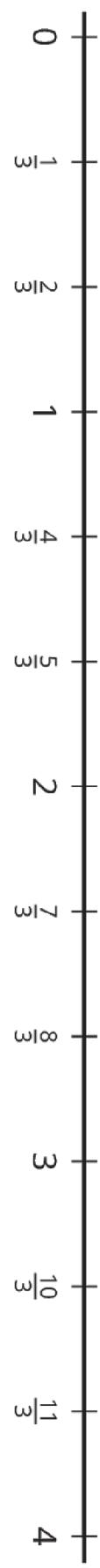


Directions:

- 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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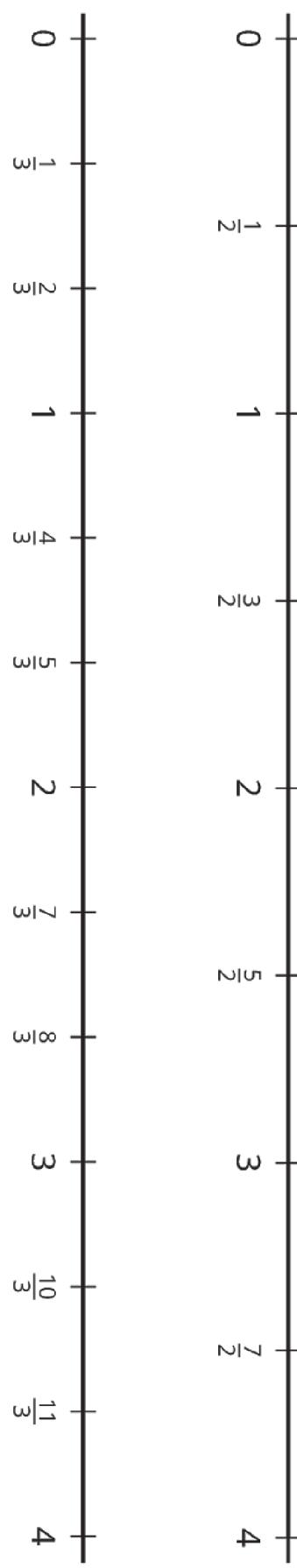
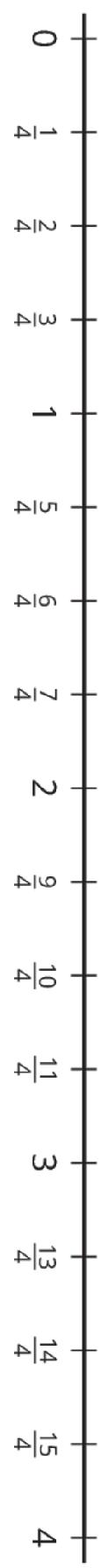
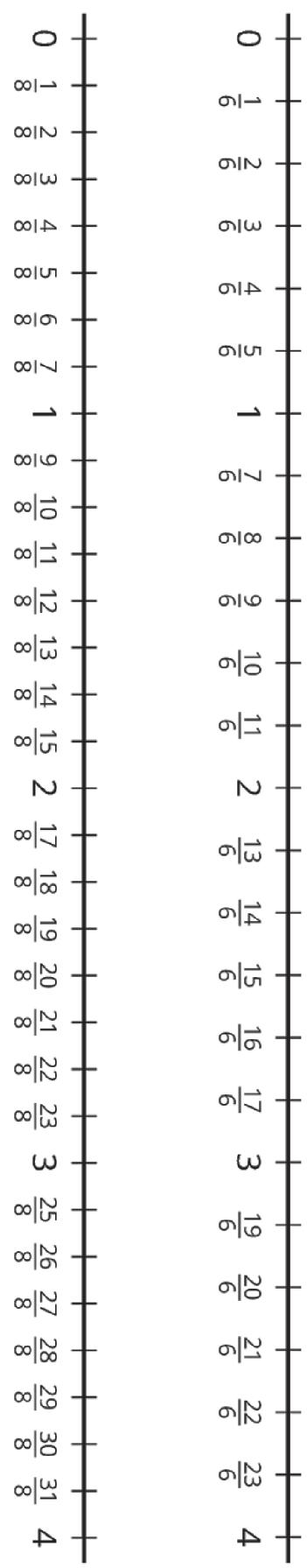


Directions:

- 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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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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