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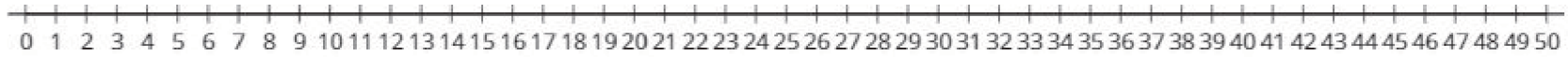

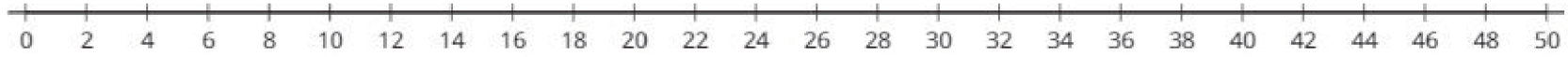

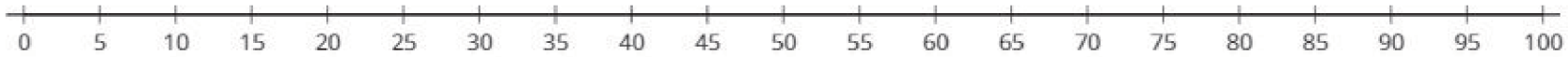

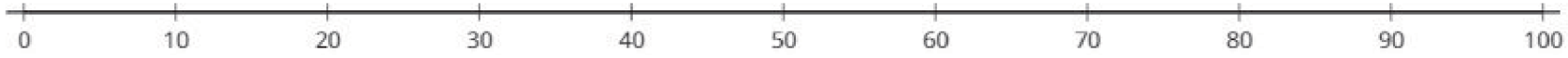

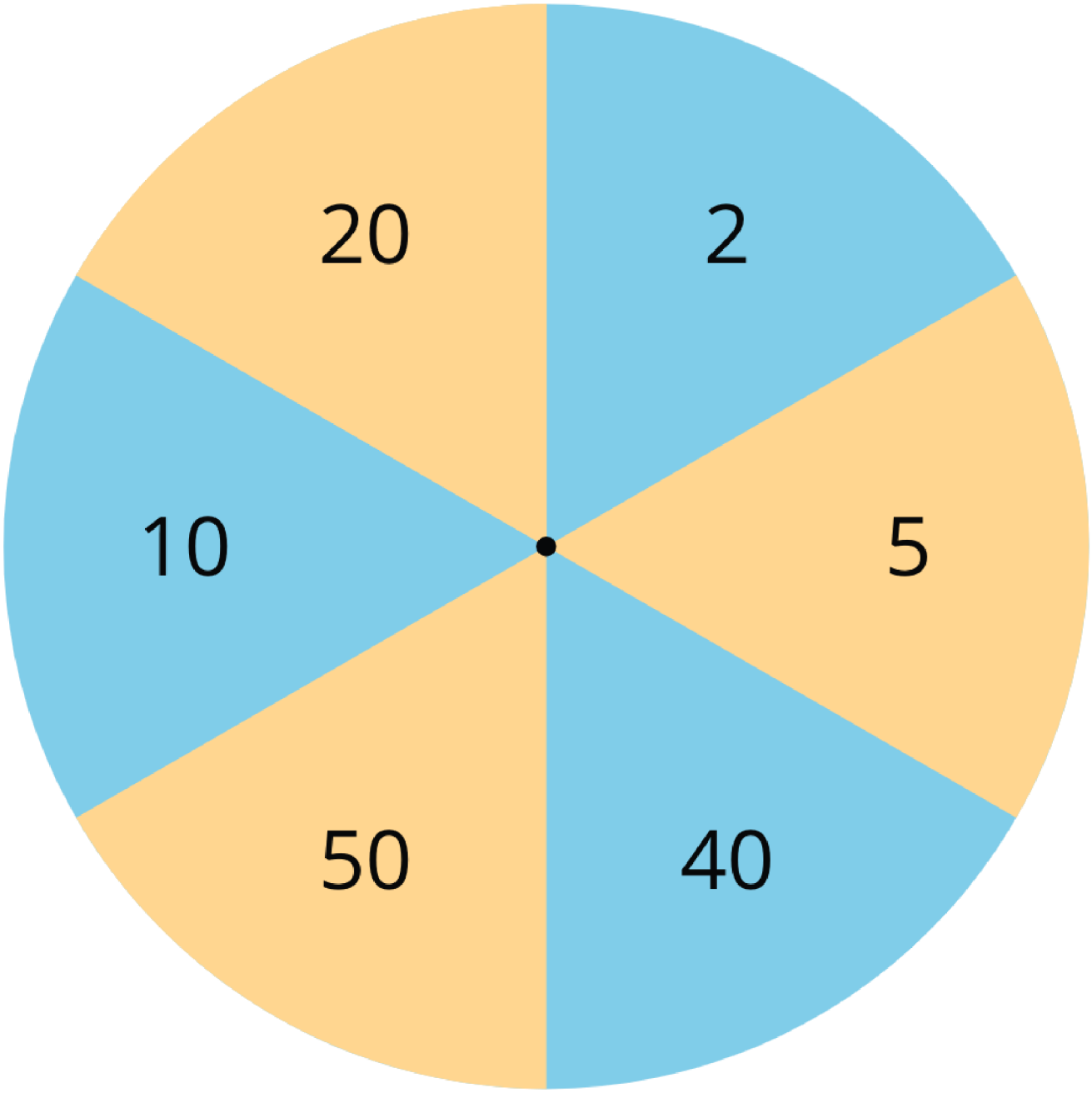
20
2
10
5
50
40

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.
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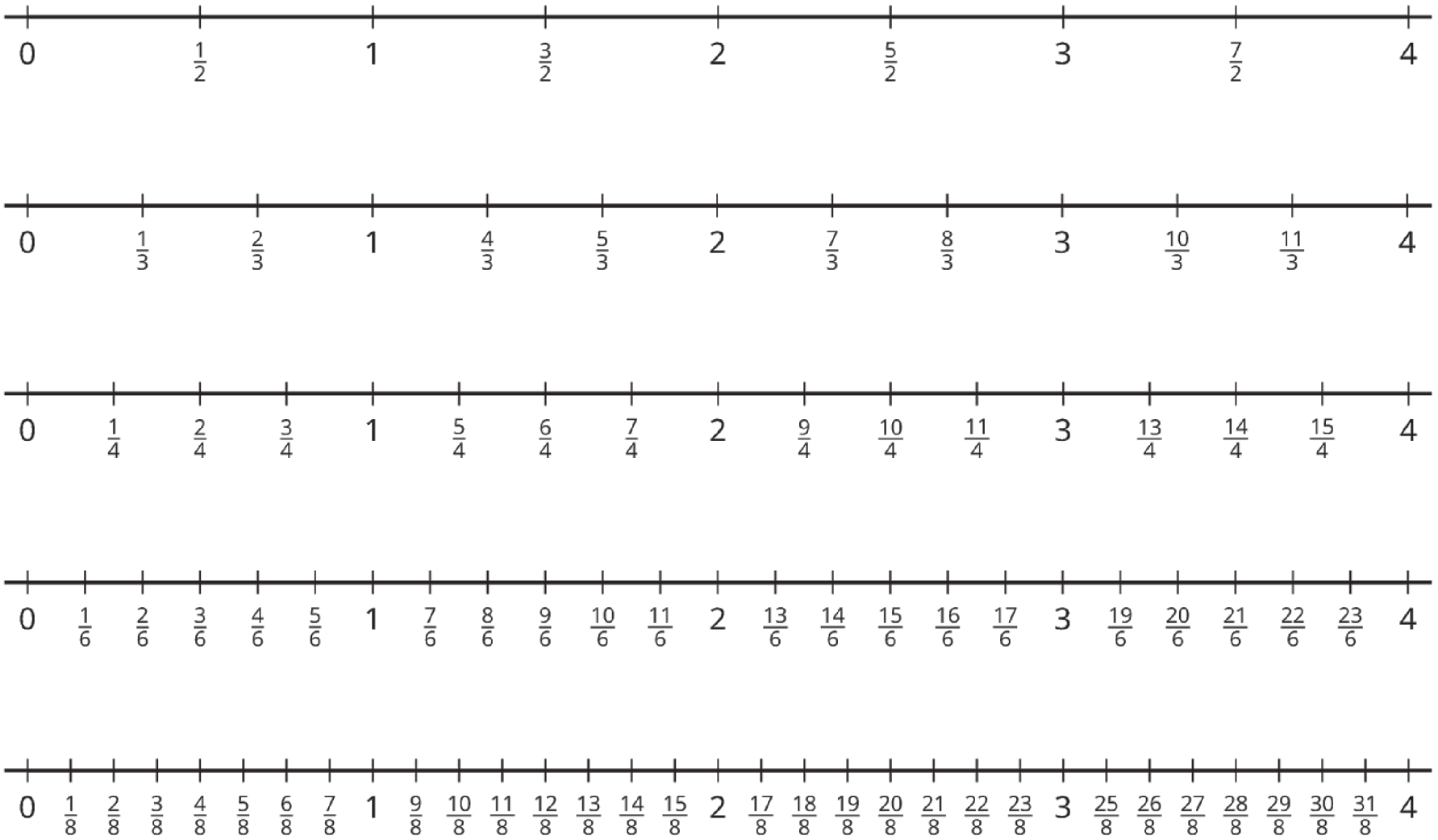

Directions:

- 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.
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