




In-Class Game

Domino Fractions (Lesson 5-5)

● Get Ready!

Separate the class into groups of four.

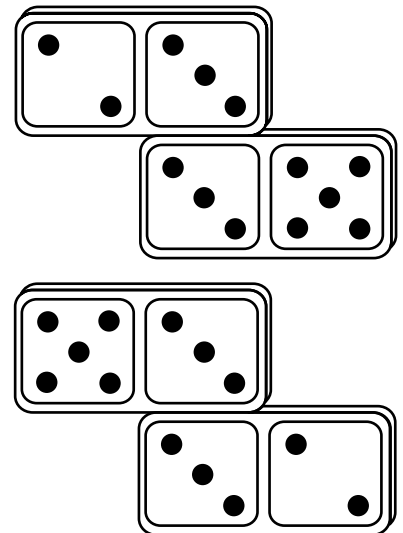
- Domino Fractions master, p. 12
- Dominoes master, p. 13, or dominoes
- calculator 
- scissors 
- stopwatch 

● Get Set!

Make a copy of the Domino Fractions master on page 12 for each student. You may also want to copy the Dominoes master on page 13 onto card stock for each group or give each group a set of dominoes. Make sure that someone in each group has a calculator. Since players must decide which of several moves to make for each round, you may want to set a time limit and give each group a stopwatch.

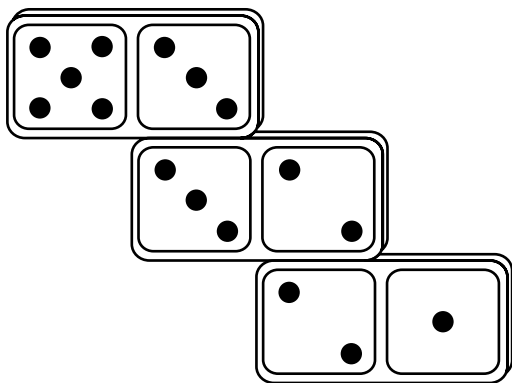
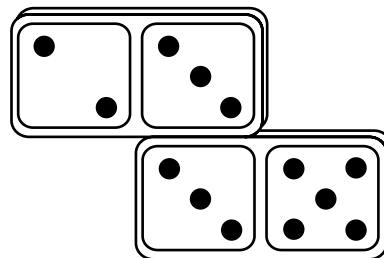
● Go!

- Mix all of the dominoes and place them facedown on the table. Turn over three tiles.
- The first player draws one of the facedown tiles and one of the faceup tiles that shares a number in common with the first tile. Suppose the tiles are 3, 5 and 2, 3. The player pairs the tiles as shown at the right. Let the upper left-hand tile represent the numerator of a fraction and let the lower right-hand tile represent the denominator. So, the player's score for this hand is $\frac{2}{5}$.
- Players should try to get the highest score possible. If this player had set the tiles out a little differently, his or her score could have been $\frac{5}{2}$, as shown at the right.
- Players continue to build on the dominoes in this fashion. If a player is unable to play in any round, play passes to the next player.
- Players should total their scores after each round. After all of the dominoes are used, the high score wins.



In-Class Game**Domino Fractions** (Lesson 5-5)**Work in groups of four.**

- Mix all of the dominoes and place them facedown on the table. Turn over three tiles.
- The first player draws one of the facedown tiles and one of the faceup tiles that shares a number in common with the first tile. Suppose the tiles are 3, 5 and 2, 3. The player pairs the tiles as shown at the right. Let the upper left-hand tile represent the numerator of a fraction and let the lower right-hand tile represent the denominator. So, the player's score for this hand is $\frac{2}{5}$.
- Players should try to get the highest score possible. If this player had set the tiles out a little differently, his or her score could have been $\frac{5}{2}$, as shown at the right.
- Players continue to choose two tiles and build on the dominoes in this fashion. For example, if the next player chooses a 1, 2 tile, it could be placed as follows for a score of $\frac{5}{1}$ or 5.



If a player is unable to play in any round, play passes to the next player.

- Players should total their scores after each round. After all of the dominoes are used, the high score wins.

In-Class Game

Dominoes (Lesson 5-5)

