FRACTION REVIEW WITH A DECK OF CARDS

Note: Either remove the face cards (Jack, Queen, King, and Ace) or assign them the following values: Jack, Queen, King = 10 and Ace = 11 or 1 (player's choice).

SIMPLIFYING FRACTIONS

Using two cards, create a proper fraction (Example: If your cards are 4 and 1, you would have 1/4).). Determine if the fraction is in simplest form. If not, simplify it.

IMPROPER FRACTIONS

Using two cards, create an improper fraction. For example, if your cards are 3 and 4, you would have 4/3. Convert the improper fraction to a mixed number.

MIXED NUMBERS

Using three cards, create a mixed number. For example, if your cards are 1, 4, and 3, you could make 4 ¾). Convert the mixed number to an improper fraction.

ADDING AND SUBTRACTING FRACTIONS

Using four cards, create two proper fractions. For example, if your cards are 1, 4, 6, and 3, you could make 1/6 and 3/4). Add the fractions. Then, subtract the smaller fraction from the larger fraction.

COMPARING FRACTIONS

Using four cards, create two proper fractions. For example, if your cards are 8, 4, 1, and 2, you could make 1/8 and 2/4). Compare the fractions using <, >, or =.

MULTIPLYING FRACTIONS

Using four cards, create two proper fractions. For example, if your cards are 1, 4, 2, and 3, you could make 1/2 and 3/4). Multiply the fractions.
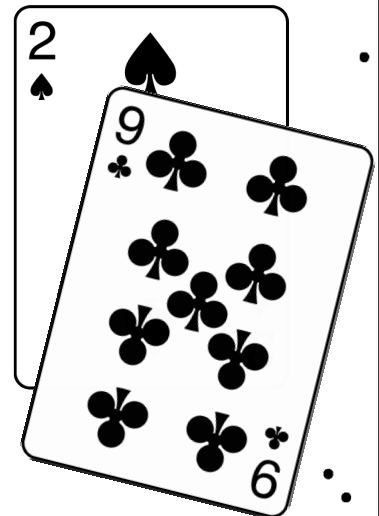
PARTNER GAMES

<u>Note</u>: Either remove the face cards (Jack, Queen, King, and Ace) or assign them the following values: Jack, Queen, King = 10 and Ace = 11 or 1 (player's choice).

FRACTION WAR:

Deal the entire deck out evenly to each player. Each player turns over 2 cards at once and tries to make the largest fraction. For example, if your cards are 5 and 3, you could make 3/5 or 5/3. The player with the largest fraction wins the round and gets a point.

MULTIPLICATION WAR:

Deal the entire deck out evenly to each player. Each player turns over 2 cards at once and multiplies them together. The player with the largest product wins the round and gets a point.

## ADVANCED MULTIPLICATION WAR:

Deal the entire deck out evenly to each player. Each player turns over 3 cards at once and multiplies all three together. The player with the largest product wins the round and gets a point.

NUMBER WAR:

Use only the 1-9 cards for this game. Deal out seven cards to each player. Each player will arrange the cards to create the largest number possible. The player with the largest number wins the round and gets a point.

OPERATION WAR:

Each player turns over 3 cards and may do whichever operations they wish with the three numbers. The player with the greatest answer wins the round and gets a point.
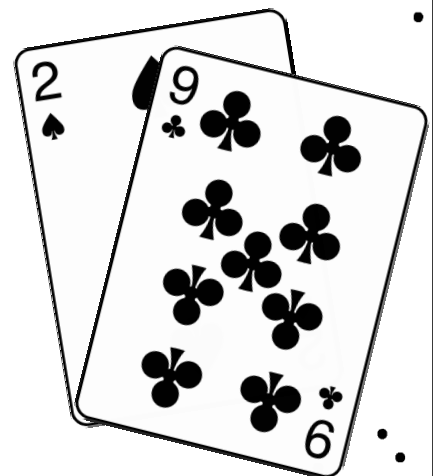
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Thanks!

Jennifer Findley

Credits: