

Around the Block

Improper Fractions & Mixed Numbers



Materials: die, one game piece per player, 15 game chips per player in 2 colors

Objective: To get all game chips onto the board

Directions:

Begin on Start.

Roll die and move that number of spaces.

Find the mixed number in the center that is equivalent to the improper fraction landed on.

Place chip on the mixed number.

If you land on a space that has your opponent's chip on it, remove their chip and replace with your own.

If you land on a space that has your own chip on it, place a second chip on top. It is now locked in and can't be replaced with your opponent's chip.

Continue going around the board until one player has used all chips.

Winner is the first to get all game chips on the board.

S
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a
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t



21/12 12/7 5/2 28/5 33/10 8/3 13/9 25/6 21/8

13/7

17/7

19/3

13/5

28/9

21/12

27/8

14/5

9/8

12/5

1 $\frac{1}{8}$	3 $\frac{1}{5}$	1 $\frac{6}{7}$	3 $\frac{3}{10}$	5 $\frac{3}{5}$
2 $\frac{3}{5}$	1 $\frac{10}{12}$	2 $\frac{4}{5}$	1 $\frac{2}{5}$	1 $\frac{11}{12}$
1 $\frac{3}{4}$	4 $\frac{1}{6}$	5 $\frac{1}{7}$	2 $\frac{3}{7}$	2 $\frac{5}{8}$
3 $\frac{2}{3}$	5 $\frac{1}{3}$	4 $\frac{1}{4}$	1 $\frac{4}{9}$	3 $\frac{1}{9}$
2 $\frac{1}{2}$	3 $\frac{3}{8}$	1 $\frac{5}{7}$	3 $\frac{4}{5}$	6 $\frac{1}{3}$

19/5

7/4

12/7

16/5

22/12

17/4

11/8

36/7

16/3

