

Recognising mixed fractions

Overview: Fraction Rummy, Memory and Snap

Fraction Rummy, Memory and Snap are three games designed to make children more familiar with fraction families.

Preparation and organisation

- Copy the game cards onto coloured paper.
- Laminate and cut out the cards.
- Store in a ziplock bag.

I am learning to recognise fraction families.

Fraction Rummy

Equipment needed

- Game cards

Aim of the game

To be the first to collect three cards that all have the same value.

Playing instructions (up to four players)

- The dealer shuffles all the cards and deals four to each player.
- The dealer places all but one of the remaining cards face down in a pile and puts one "discard card" face up next to the pile.
- The dealer starts and picks up either the discard card or the top card from the pile then discards one card from their hand and puts it face up next to the pile.
- The game continues in a clockwise direction.
- The first player to collect a "family" of fractions is the winner.



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Fraction Memory

Equipment needed

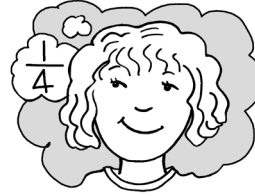
- Game cards

Aim of the game

To collect as many pairs of cards as possible, where each pair consists of two fraction symbols of the same value.

Playing instructions (two players)

- Spread all of the cards face down over the floor or another large, flat surface.
- In turn each player turns over two cards.
- If the fraction symbols on the two cards have the same value, the player sets them aside as a pair.
- Play until all the cards have been paired up. The player who has collected more pairs is the winner.



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Fraction Snap

Equipment needed

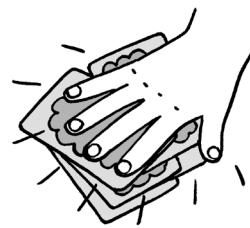
- Game cards

Aim of the game

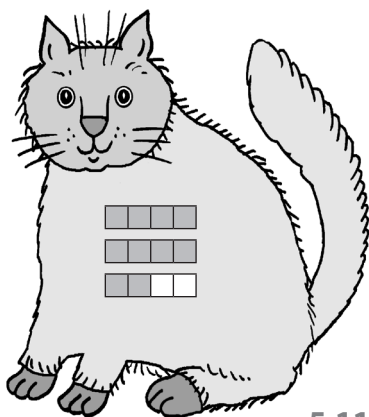
To get all of the game cards.

Playing instructions (two players)

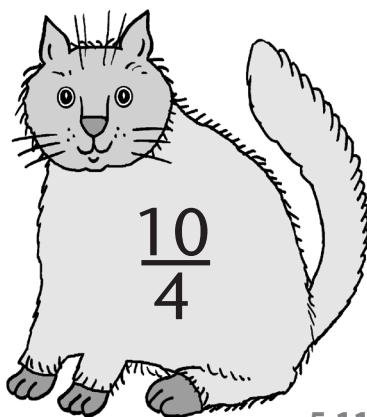
- Deal out all the cards equally between the players, who hold them face down in a small pile.
- In turn, each player places their top card face up in the middle.
- If the card they place shows the same value as the card that is immediately underneath it in the middle pile, both of the players race to be first to "snap" the pile. The player who is first gets the pile and puts it at the bottom of their own pile of cards.
- The game continues until one player has all the cards.



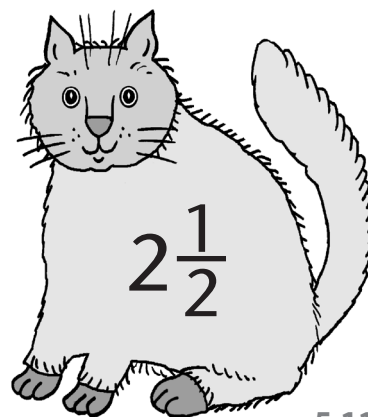
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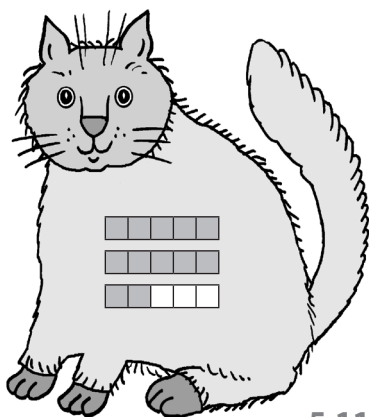
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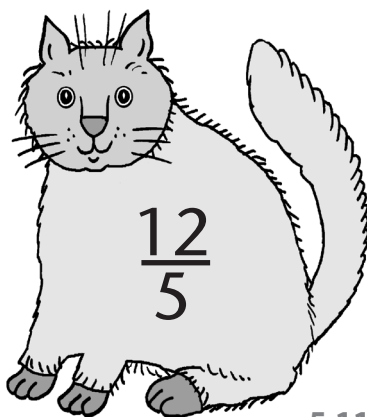
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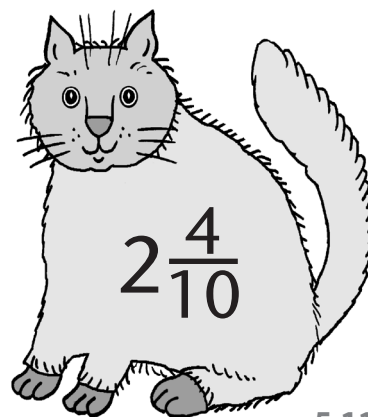
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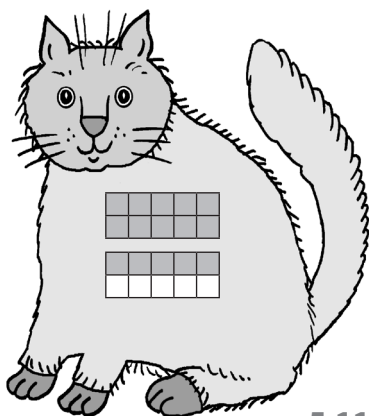
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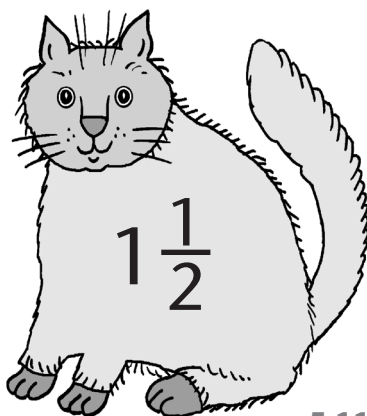
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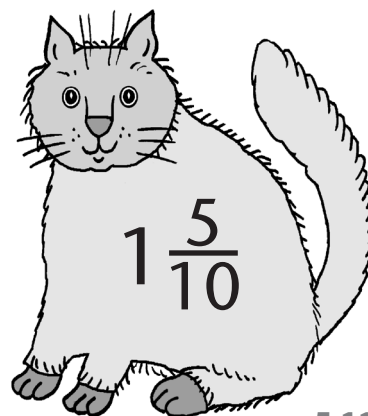
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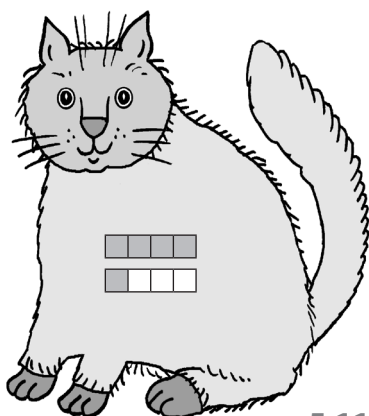
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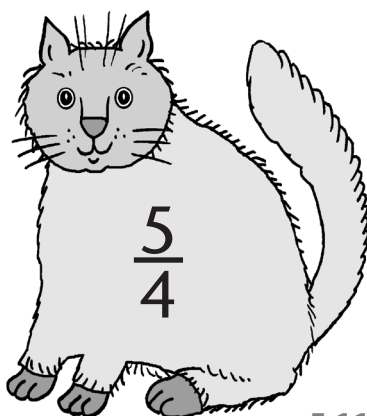
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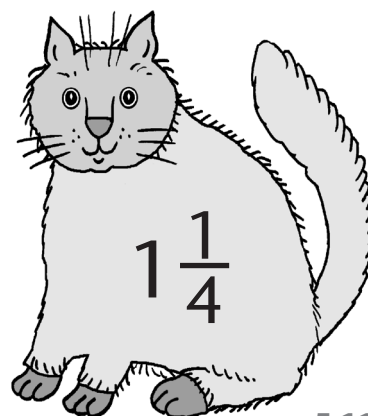
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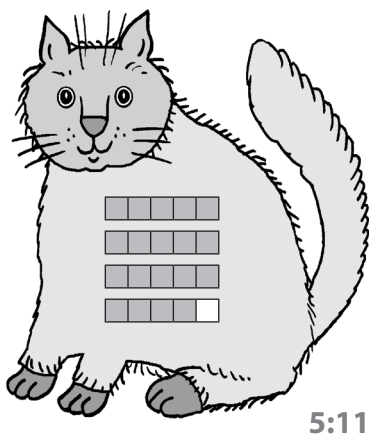
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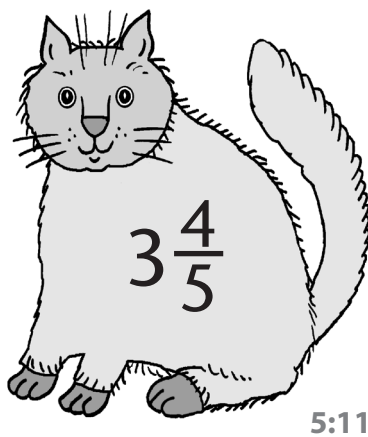
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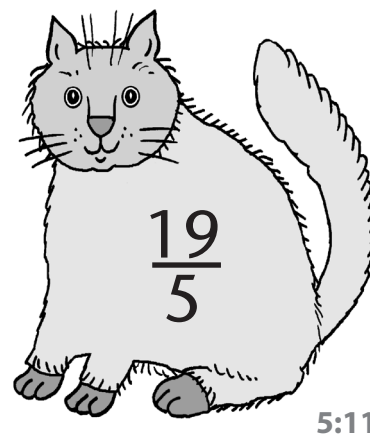
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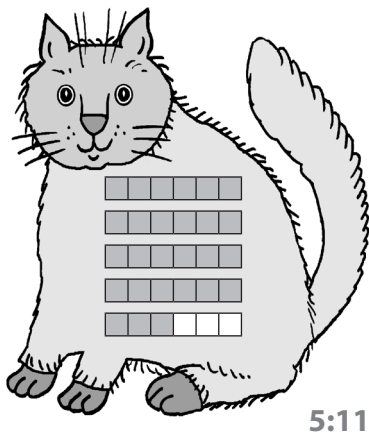
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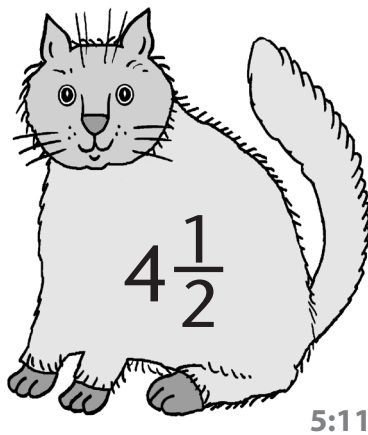
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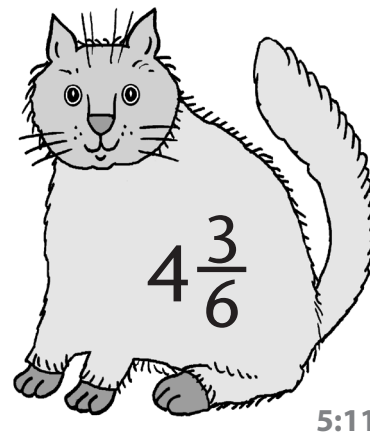
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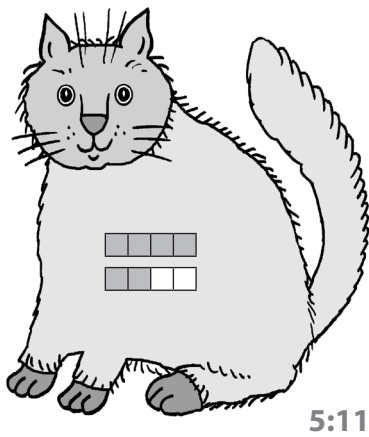
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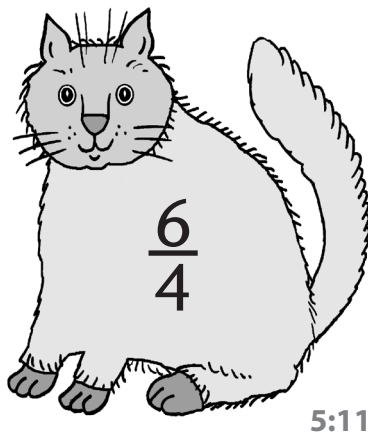
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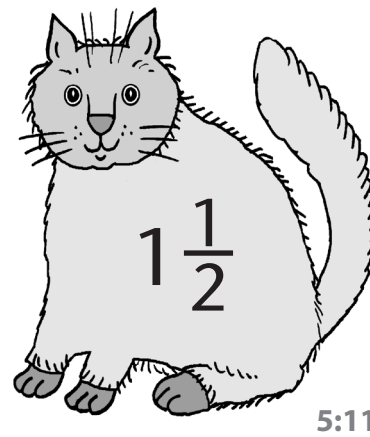
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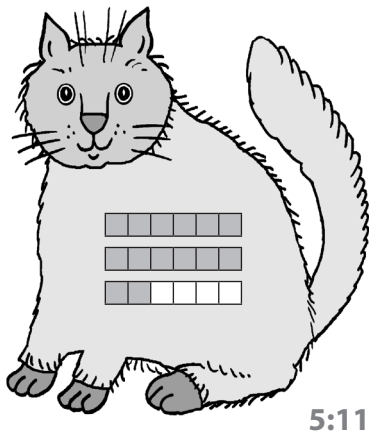
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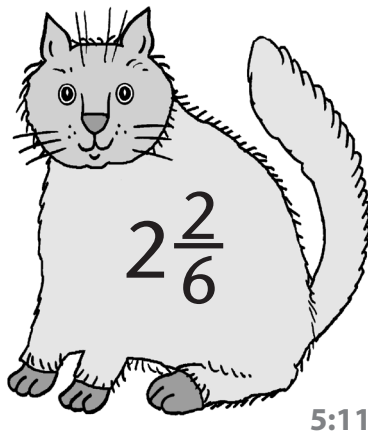
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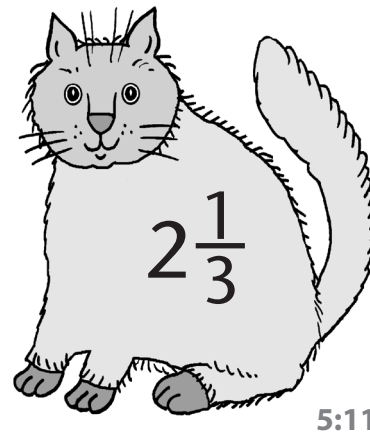
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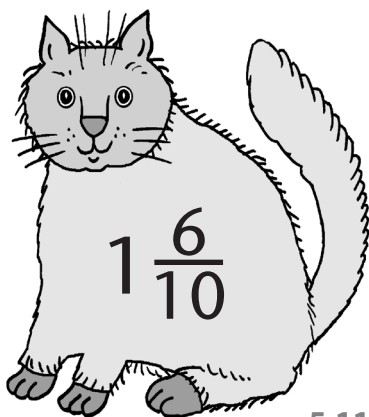
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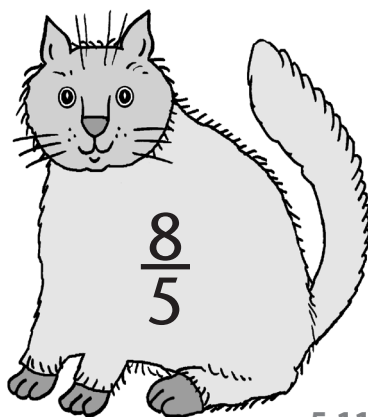
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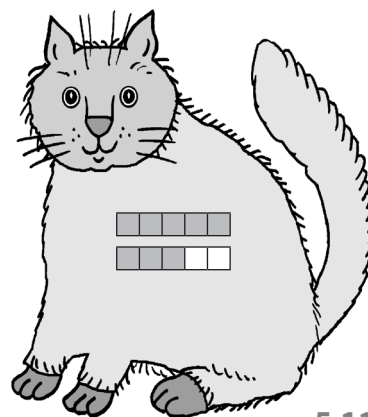
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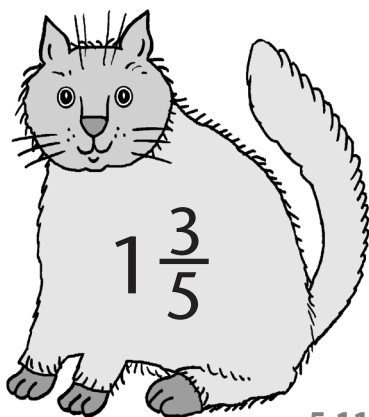
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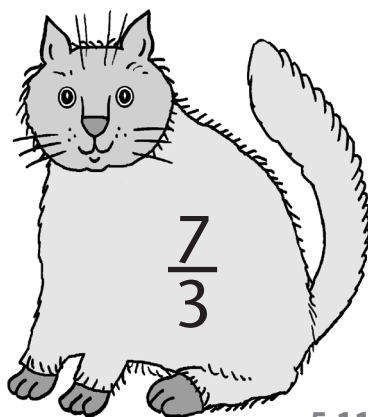
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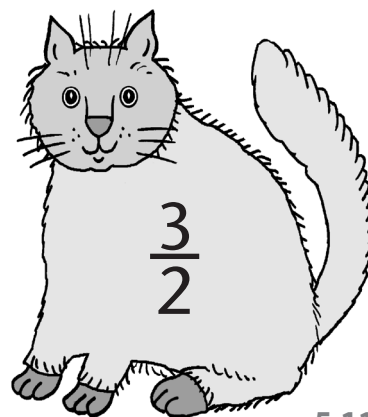
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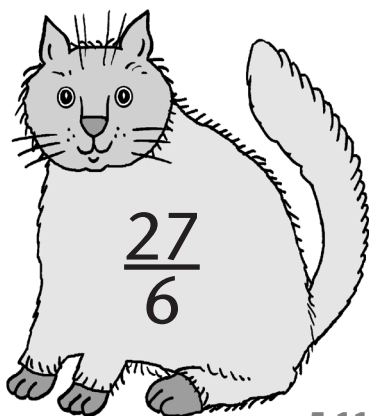
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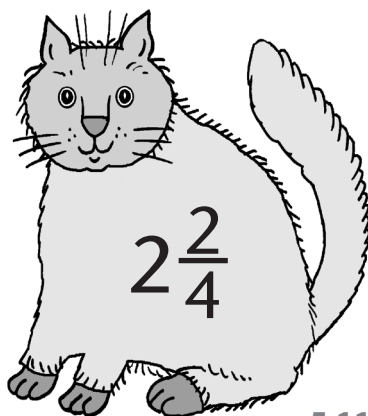
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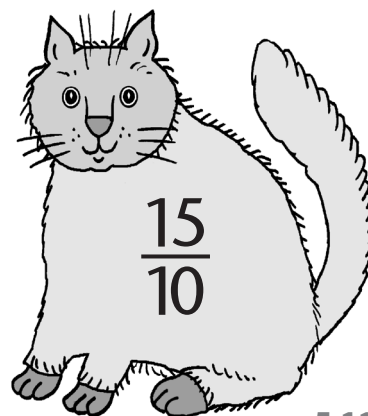
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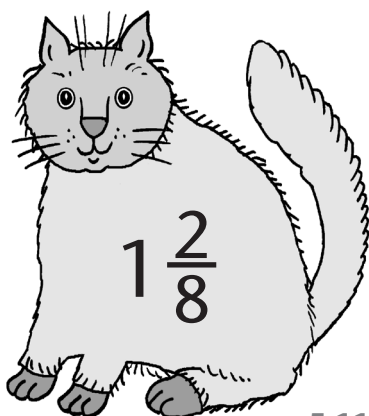
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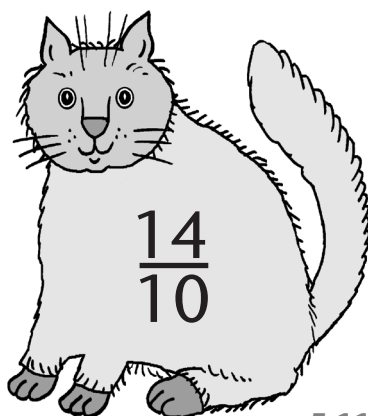
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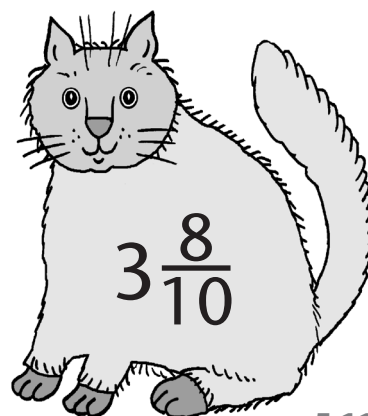
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