

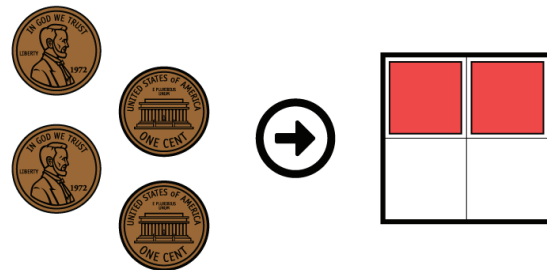
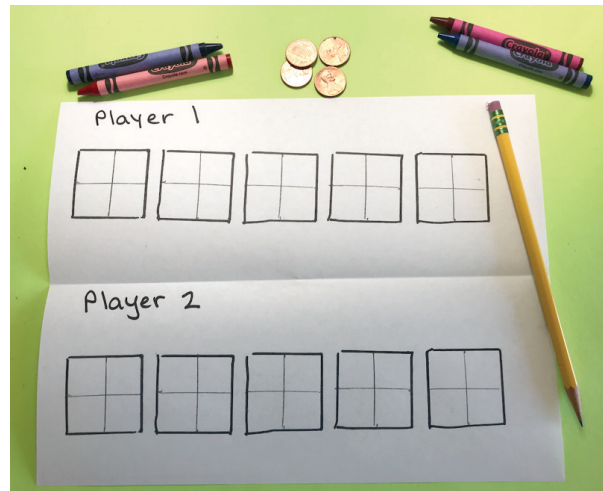
# Color 5 Fraction Game

## Object of the Game

Players take turns spinning a spinner or tossing coins to determine the number of fourths to color for each turn. The player who comes the closest to coloring in 5 whole squares after 6 turns wins!

## Materials

- A 1–4 spinner (or 4 coins)  
*Print the spinner, use a digital spinner, or make your own. You could instead use 4 coins. On a turn, toss 4 coins, count the number of coins that show heads, and color that many fourths. For example, if 2 coins show heads, color two-fourths of a square.*
- 1 Color 5 Record Sheet  
*Print the record sheet or use pencil and paper to draw your own. You could also play on the **free** Number Frames app. The Color 5 Fraction Game is ready to play at [apps.mathlearningcenter.org/number-frames/?4ny52h37](https://apps.mathlearningcenter.org/number-frames/?4ny52h37).*
- Crayons, markers, or colored pencils in 2 different colors for each player
- Pencil or pen and a paper clip or safety pin, if using a spinner



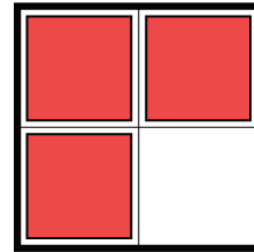
## Skills

This game helps us practice

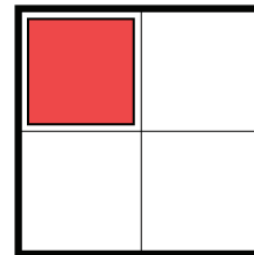
- using the terms *quarter*, *fourth*, and *halves* to talk about the 4 equal parts of a shape
- identifying fractions as the number of equal parts in a whole

## How to Play

1. Get ready to play:
  - » Choose either a spinner or 4 coins.
  - » Players share a record sheet. Print a record sheet a make your own by drawing 5 squares for each player on a sheet of paper. Draw lines to divide each square into 4 equal parts.
  - » Decide who will go first.
2. Player 1 spins the spinner or tosses the coins. The numbers on the spinner (or the number of coins that are heads) tell how many fourths of a square to color. It takes four fourths to make a whole square.
3. Player 1 colors in the number of fourths from the spin (or toss) using 1 color of marker or crayon.
4. Player 2 takes a turn spinning and coloring in fourths on their row of squares on the shared record sheet.
5. Players continue spinning the spinner or tossing coins and coloring in fourths on their row of squares until each player has 6 turns.



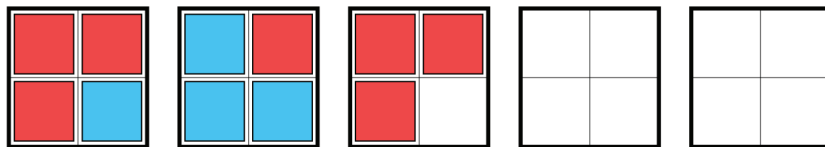
*Rio: I got 3, so I'll color in three-fourths of this square.*



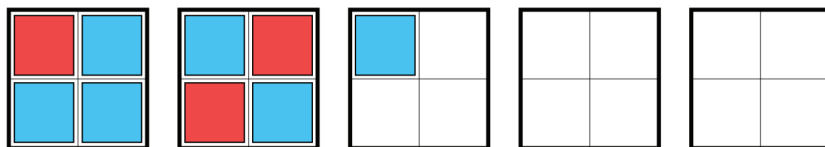
*Dad: I got 1, so I'll color one-fourth of my square.*

- » Players should alternate colors each turn. For example, coloring their first spin in red, their second in blue, their third in red, and so on.
- » Consider using tally marks to keep track of turns.

**Player 1**

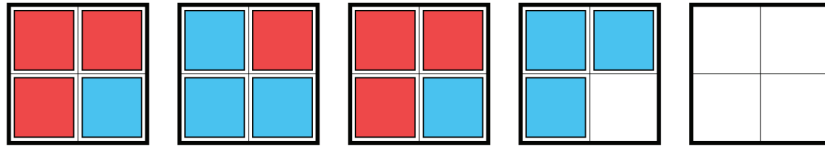


**Player 2**

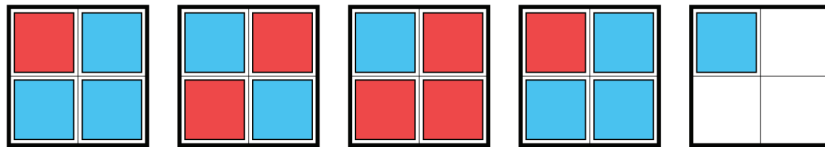


6. After each player has taken 6 turns, compare the results. The player who gets closest to 5 whole squares after six turns, either under or over, wins.

Player 1 ~~||||~~ |



Player 2 ~~||||~~ |

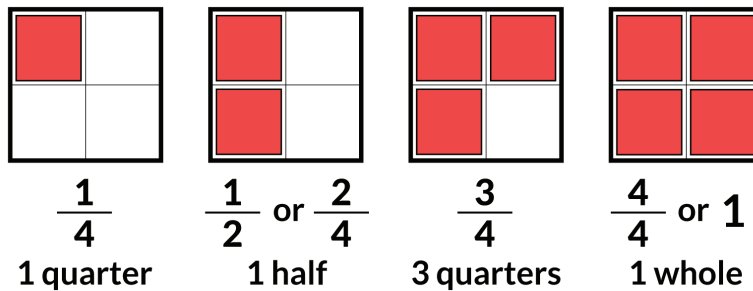


Rio: I got 3 and  $\frac{3}{4}$  squares. You win, Dad! You got 4 and  $\frac{1}{4}$  squares. You're closer to 5.  
Dad: Good game, Rio. Let's play another round.

## Tips for Families

Before the game:

- Talk about the fractions. Here are some of the ways you might refer to the shaded parts of the larger square.



During the game:

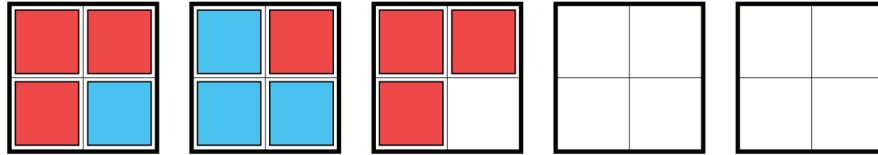
- Talk about the fractions that are made as the larger squares are shaded. Ask: *How much of the square is shaded? How much is left unshaded? How many wholes have you made? How many fourths do you need to make a whole square?*
- Count the fourths as you color them in: one fourth, two fourths, three fourths.
- Be sure to alternate colors each turn. It makes it easier to keep count and see the turns.
- Consider making tally marks to keep track of the number of turns. A game ends after each player has taken 6 turns.

## Change It Up

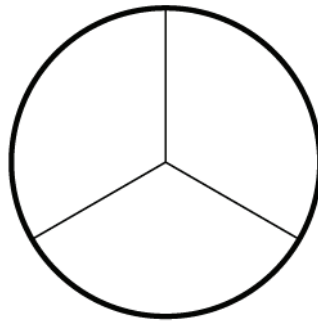
Making even small changes to a game can invite new ways of thinking about the math. Try making one of the changes below.

- Keep track of each turn by writing the fraction. If you spin 1, write  $\frac{1}{4}$ . You could also write the fraction to show how many whole squares and fourths you've colored so far. Player 1 has colored 2 squares and  $\frac{3}{4}$  of another square, so Player 1 would write  $2\frac{3}{4}$ .

### Player 1



- Make a new record sheet. Draw 5 circles with 3 equal parts for each player. Use 3 coins instead of 4. How do you think playing with thirds will change the game?



- Play with 3 or more players. You'll need to print another record sheet or draw a row of 5 squares for each additional player.

# COLOR 5 RECORD SHEET

## Game 1


Player 1


Player 2

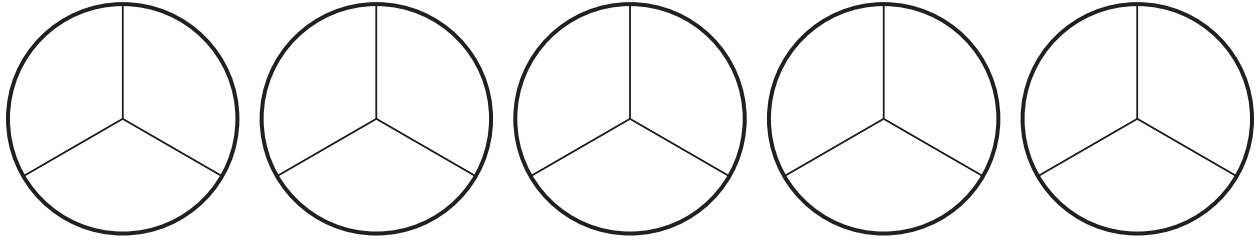
## Game 2


Player 1

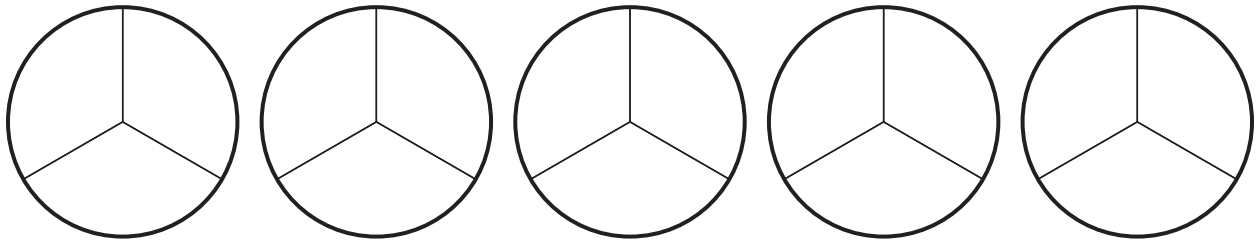

Player 2

# COLOR 5 RECORD SHEET

## Game 1

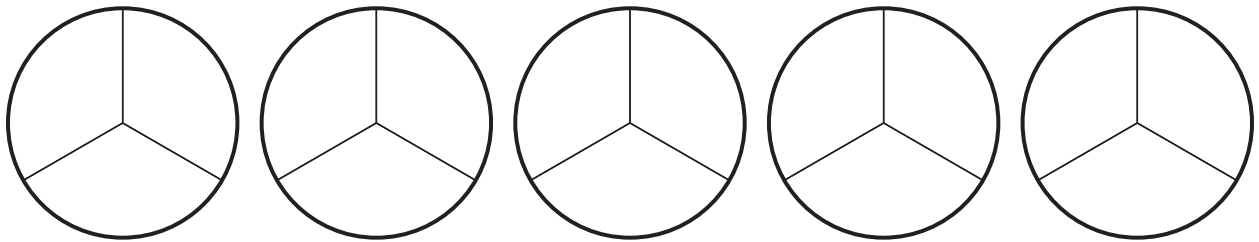


Player 1

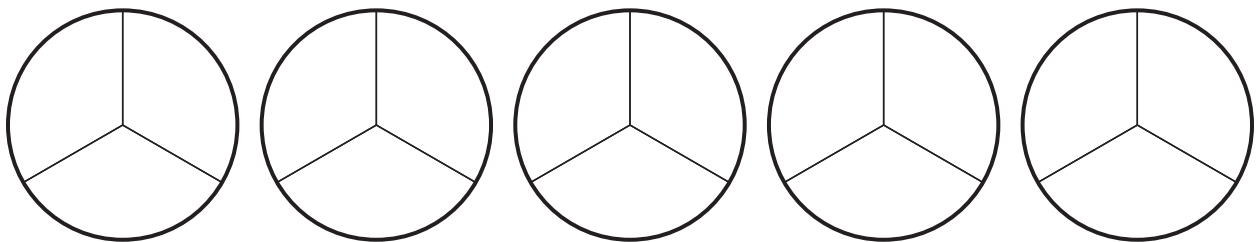


Player 2

## Game 2



Player 1



Player 2

# 1-4 SPINNER

