LESSON 3: Indpendent Activities

**Games:**

Show or Tell *(Game)*

Work with a group to get better at seeing the connection between math and the world around us.

Connect-fractions - Level 2 *(Game)*  
Place fractions next to each other until you have an expression that is equal to one whole.

## SHOW-OR-TELL GROUP GAME

**Overview:** This game has two versions in which it can be played: Pictionary-style and Catch Phrase-style. For both versions, the teams will be two evenly-numbered groups who are competing against each other. Teams alternate the rounds of gameplay (i.e.: team A plays, then team B, team A, etc.), with the opposing team being given a chance to “steal” at the end of each round.

**Pictionary version:**

**Setup:** Divide all players up evenly into two teams. Place precut Show/Tell cards in a pile face-down. If drawing, choose whether the group is using pen and paper or dry erase markers and boards. Have drawing tools within reach of all players. If sculpting, have Play-Doh or clay of choice ready. Decide the order in which players will take turns at creating, alternating between teams.

**Directions:** Players take turns creating drawings or sculptures that their team members have to correctly interpret. The round begins when the player of that round picks up a Show/Tell card. That player’s team then has one minute to correctly guess what that player is drawing. If the team guesses correctly within one minute, that team gets one point and the round ends. After one minute, if the team has not guessed correctly, the opposing team can “steal” the point by guessing correctly. The opposing team gets one guess to try to steal.

**Catch-Phrase version:**

**Setup:** Divide all players up evenly into two teams. Place precut Show/Tell cards in a pile face-down. Decide the order in which players will take their turns, alternating between teams.

**Directions:** Draw a S/T card. Describe the term or phrase that is on the card so that your team members can guess correctly. You cannot use any gestures, any of the words that are part of that card’s prompt, or any words that are **closely** related (e.g.: *parts* and *parted* are too closely related to *part,* but *partition* is okay to say). If a player breaks a rule, that round ends immediately (no points for either side).

SHOW/TELL CARDS (sheet 1 - back)

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SHOW/TELL CARDS (sheet 1 - face)

| fraction | unit | part |
| --- | --- | --- |
| equal parts | partition | unit fraction |
| fractional units | numerator | denominator |
| Like fractions | Equivalent fractions | Unequal parts |



SHOW/TELL CARDS (sheet 2 - back)

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SHOW/TELL CARDS (sheet 2 - face)

| halves | quarters | eighths |
| --- | --- | --- |
| equal | greater than | Less than |
| modeling | SHAPES | compose |
| simplify | Fractional notation | decompose |

SHOW/TELL CARDS (sheet 3 - back)

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SHOW/TELL CARDS (sheet 3 - face)

| ONE-HALF | ONE-FOURTH | ONE WHOLE |
| --- | --- | --- |
| WHOLE NUMBER | HALVES | THIRDS |
| FOURTHS | FIFTHS | EIGHTHS |
| ONE-HALF | ONE-FOURTH | ONE-EIGHTH |

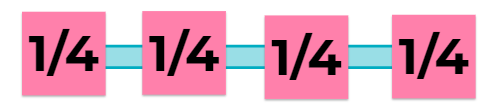
SHOW/TELL CARDS (sheet 4 - back)

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SHOW/TELL CARDS (sheet 4 - face)

| 2/3 | 3/4 | 1/8 |
| --- | --- | --- |
| 1/3 | 1/4 | 1/2 |
| 1/5 | 3/8 | 3/1 |
| 2/4 | 2/8 | 4/5 |

Connect-fractions (Level 2)  
Small Group Game



**Overview:** This game is much like the tabletop game *Connect-4*. Players take turns placing unit fractions on the board to create a sum of unit fractions that add up to one whole.

**Setup:** Place fraction tiles in a pile face-down and fraction board within reach of every player. Decide the order in which players will place their tiles.

**Directions:** Each player should start their turn with three tiles in their hand. Players take turns placing one fraction tile on the board. When a player places a fraction tile that completes a sequence offractions that add up to 1, then they win the game. Here are some examples sequences for this level that would win:

+ + + +

+ + + +

+ + + +

+ + +

+ + +

+ +

Connect-fractions Board

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CONNECT-FRACTIONS CARDS

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