

4. Teams earn one point each time they complete a circle. They record their points by writing a number sentence for the completed circle. For example,  $\frac{1}{3} + \frac{1}{6} + \frac{1}{6} + \frac{1}{6} + \frac{1}{6} = 1$  represents a filled circle. The other team can ask players to explain why a move is correct before a point is recorded.
5. When a team fills a circle, they cannot use that circle again until their next turn. They remove the pieces to reset the circle with one piece, so the circle can be used by the other team.
6. Teams take turns spinning and adding pieces. The first team to earn 6 points wins the game.

**Example:**

As shown on the sample game board, Team 1 spins  $\frac{1}{3}$  and places 1 orange on the sixths circle. Then Team 2 spins  $\frac{5}{6}$ . Since  $\frac{5}{6} = \frac{3}{6} + \frac{2}{6}$ , this team places 3 aquas on the sixths circle and 2 aquas on the twelfths circle. They complete a whole. They write  $\frac{4}{6} + \frac{1}{3} = 1$  to record one point.

