Fraction Trails 2

The object of this game is to be the first player to earn 6 points by landing a marker on 1 whole. This is a game for two players.

Materials
- one Fraction Trails 1 Game Board
- Spinner 2 on the *Fraction Games Spinners* pages
- clear plastic spinner or paper clip and pencil
- 4 small markers such as beans or centimeter connecting cubes

Directions

1. To begin, place one marker on the first fraction after zero on each trail on the Fraction Trails 2 Game Board.

2. The first player spins once. The player moves one or more markers a total distance equal to the fraction on the spinner. He or she answers any questions about the move from the other player.

Example: If a player spins $\frac{7}{12}$, he or she can move $\frac{7}{12}$ from $\frac{1}{12}$ to $\frac{8}{12}$ on the twelfths trail. However, if the player knows that $\frac{7}{12} = \frac{1}{12} + \frac{6}{12}$, he or she can move $\frac{1}{12}$ on the twelfths trail. Then a move of $\frac{1}{2}$ (or $\frac{6}{12}$) on the halves number line will win a point. See below.
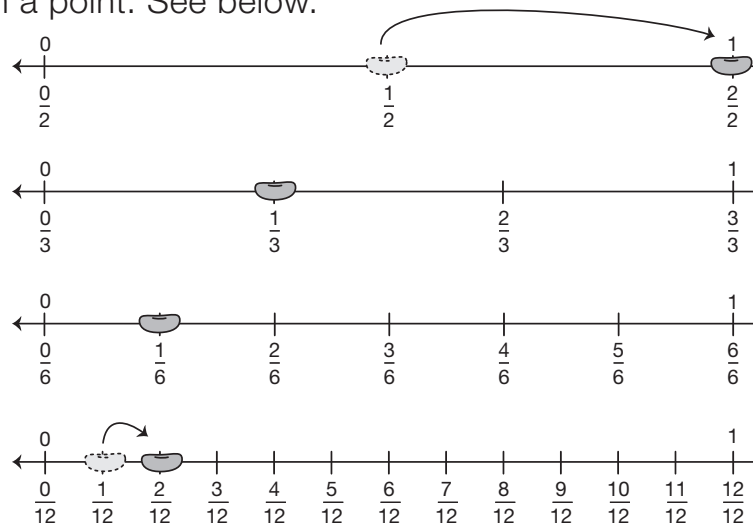
3. A player earns one point by moving a marker so it lands exactly on 1 whole on any number line or trail. Once a player moves a marker to one whole, he or she cannot use that trail again on that turn. The marker is moved back, to the first fraction after zero to be used again by the other player.

4. Players take turns until a player scores 6 points.

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