



# Mixed and Improper Games

## 1.0 Clear the Deck

Materials you need...

- Mixed and Improper cards x4

Shuffle the cards. Lay out 9 cards face up. If you can see two cards that are equivalent, a whole number and an improper fraction remove the cards and place in a discard pile. Replace cards into the spaces. Keep doing this til you have no cards left in your hand to replace.

## 3.0 Connect four

Materials you need...

- Blank Number Grid
- Counters
- 1-6 dice

Fill the cells of the blank number grid with improper fractions that are equivalent to 1, 2, 3, 4, 5 and 6. Players take it in turns to throw the 1-6 dice and search for the equivalent improper fraction. They put a counter on top of it. The aim is to get 4 in a row (horizontal, vertical or diagonal) – the first player to do so wins.

## 4.0 Squares

Materials you need...



- Box-grid
- 1-6 dice
- Coloured pens

Fill each square (between the dots!) in the box grid with an improper fraction that is equivalent to 1, 2, 3, 4, 5 and 6. Players take it in turns to throw the 1-6 dice and search for the equivalent improper fraction. They connect two of the dots around this fraction. If on your go you make a finish a square, mark this square as yours and you get to go again. The player with the most squares at the end wins.

## 5.0 Pairs

Materials you need...

- Mixed and Improper cards

Shuffle both sets of cards and place face down, keeping each set apart. Take it in turns to turn 2 cards over, one from each set. If they are equivalent you get to keep them and go again. The player with the most pairs wins.

## 6.0 Roll and Make Five

Materials you need...

- Fraction dice
- 1-6 dice
- Five bars

Throw the fraction dice this decides which fraction you are looking at throughout the game. Take it in turns to roll the 1-6 dice. This tells



you how many of the fraction you are adding to your score. If a  $\frac{1}{2}$  was thrown at the start, and you threw a 3 you need to shade out  $3\frac{1}{2}$ 's in your bars. You add to your bars on each turn. You can then see what the improper and mixed fractions are for what you have after each turn.

It is the first to shade all five bars that wins.

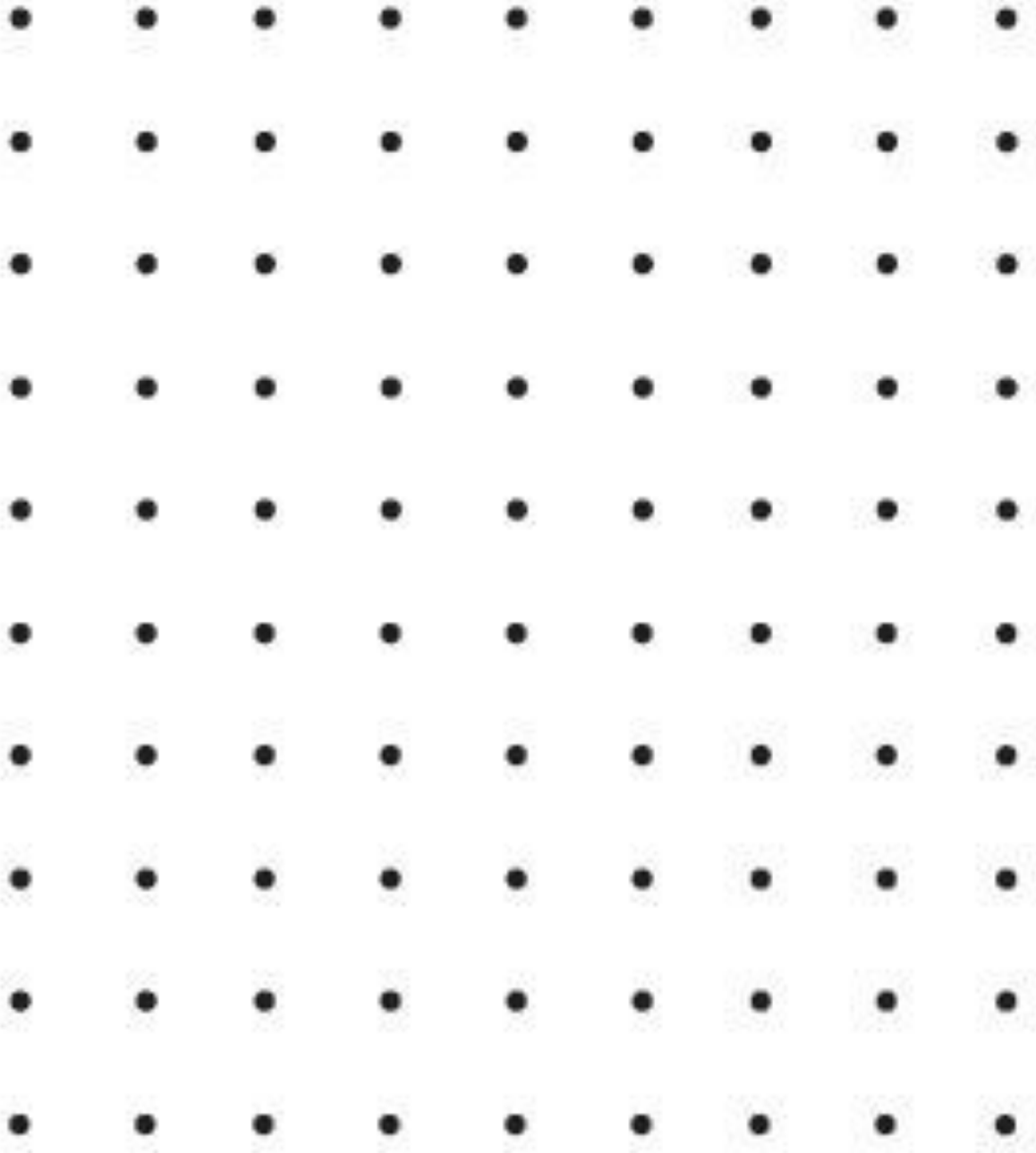
$\frac{2}{2}$	$\frac{3}{3}$	$\frac{4}{4}$	$\frac{5}{5}$
$\frac{4}{2}$	$\frac{6}{3}$	$\frac{8}{4}$	$\frac{10}{5}$
$\frac{6}{2}$	$\frac{9}{3}$	$\frac{12}{4}$	$\frac{15}{5}$
$\frac{8}{2}$	$\frac{12}{3}$	$\frac{16}{4}$	$\frac{20}{5}$
$\frac{10}{2}$	$\frac{15}{3}$	$\frac{20}{4}$	$\frac{25}{5}$

$\frac{12}{2}$	$\frac{18}{3}$	$\frac{24}{4}$	$\frac{30}{5}$
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1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4



5	5	5	5
6	6	6	6



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