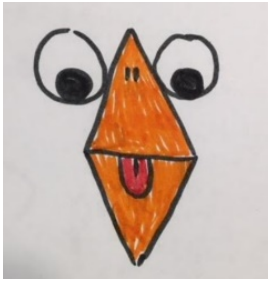


BIRDS WORMS AND APPLES FRACTIONS GAME

Created by Ann Elise Record for Build Math Minds



Birds Worms and Apples

(not known who invented the game)

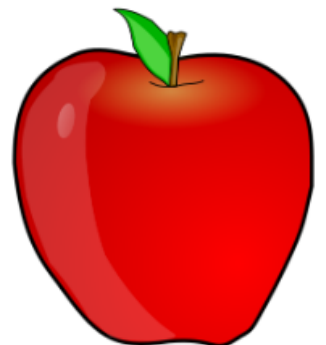


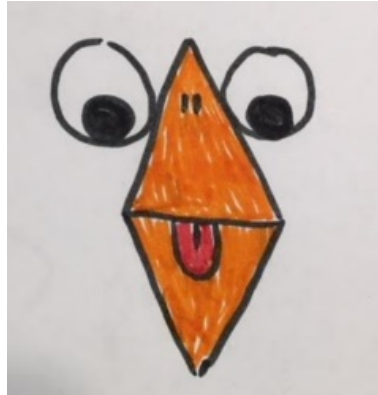
A Fractions Game

GOAL: To get as many make 1 matches as you can.

DIRECTIONS:

- 1) You can decide how you want students to decide who goes first.
- 2) Players take turns rolling ten dice (or dealing 10 cards). Match together any number of dice/cards whose values add to exactly to one. Every combination of one makes 1 apple and scores 1 point. If birds or worms are rolled, 1 bird eats 1 worm. If there is no bird to eat a worm, the worm will eat one of the apples so a point can't be scored for that apple. If there is no worm for a bird to eat, the bird just won't eat anything.
- 3) You can decide how you want the game to end. Some possibilities are the first person to get a certain number of points, or after everyone has a certain number of turns, or even after timer goes off. Traditionally the winner would be the person who scored the most number of apples. One alternative to this is to have a die that has 3 MOSTs and 3 LEASTs on it. When the game is over, roll that die to see if the person with the most wins, or the one with the least. That will keep them engaged the entire time.





$$\begin{array}{r} 1 \\ \bar{8} \end{array}$$

$$\begin{array}{r} 1 \\ \bar{8} \end{array}$$

$$\begin{array}{r} 1 \\ \bar{8} \end{array}$$

$$\begin{array}{r} 1 \\ \bar{8} \end{array}$$

$$\begin{array}{r} 1 \\ \bar{8} \end{array}$$

$$\begin{array}{r} 1 \\ \bar{8} \end{array}$$

$$\begin{array}{r} 2 \\ \bar{8} \end{array}$$

$$\begin{array}{r} 2 \\ \bar{8} \end{array}$$

$$\begin{array}{r} 2 \\ \bar{8} \end{array}$$

$$\begin{array}{r} 2 \\ \bar{8} \end{array}$$

$$\begin{array}{r} 2 \\ \bar{8} \end{array}$$

$$\begin{array}{r} 2 \\ \bar{8} \end{array}$$

$$\begin{array}{r} 3 \\ 8 \end{array}$$

$$\begin{array}{r} 3 \\ 8 \end{array}$$

$$\begin{array}{r} 3 \\ 8 \end{array}$$

$$\begin{array}{r} 3 \\ 8 \end{array}$$

$$\begin{array}{r} 3 \\ 8 \end{array}$$

$$\begin{array}{r} 3 \\ 8 \end{array}$$

$$\begin{array}{r} 4 \\ 8 \end{array}$$

$$\begin{array}{r} 4 \\ 8 \end{array}$$

$$\begin{array}{r} 4 \\ 8 \end{array}$$

$$\begin{array}{r} 4 \\ 8 \end{array}$$

$$\begin{array}{r} 4 \\ 8 \end{array}$$

$$\begin{array}{r} 4 \\ 8 \end{array}$$

5
8

5
8

6
8

6
8

6
8

6
8

7
8

7
8

7
8

8
8

8
8

8
8

These cards are for when your students are comfortable with the first set of fractions. You can add the condition that any fractions that add to $16/8$ can make 2 apples and thus 2 points.

$$\frac{9}{8}$$

$$\frac{10}{8}$$

$$\frac{11}{8}$$

$$\frac{12}{8}$$

$$\frac{13}{8}$$

$$\frac{14}{8}$$

$$\frac{1}{2}$$

$$\frac{1}{2}$$

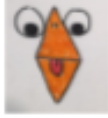
$$\frac{1}{4}$$

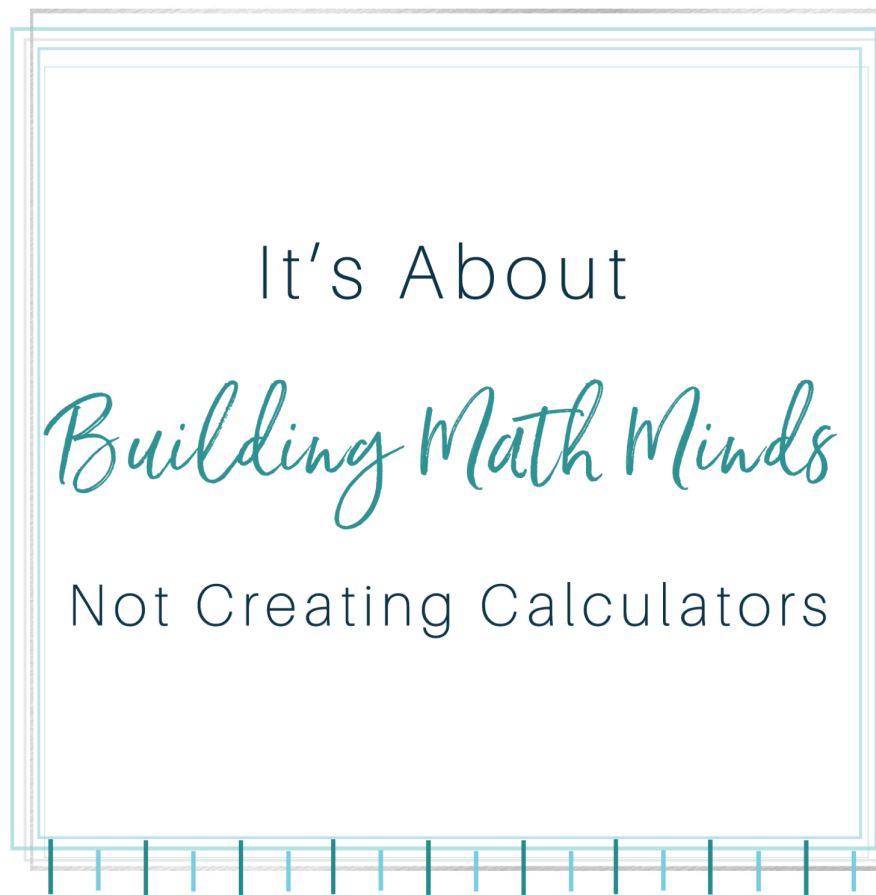
$$\frac{1}{4}$$

$$\frac{3}{4}$$

$$\frac{3}{4}$$

Birds, Words and Apples game

	Side 1	Side 2	Side 3	Side 4	Side 5	Side 6
Cube 1	$\frac{1}{8}$		$\frac{2}{8}$		$\frac{3}{8}$	$\frac{8}{8}$
Cube 2	$\frac{1}{8}$	$\frac{4}{8}$	$\frac{3}{8}$	$\frac{3}{8}$	$\frac{5}{8}$	$\frac{4}{8}$
Cube 3	$\frac{2}{8}$		$\frac{7}{8}$		$\frac{6}{8}$	$\frac{3}{8}$
Cube 4	$\frac{4}{8}$		$\frac{2}{8}$	$\frac{2}{8}$	$\frac{1}{8}$	
Cube 5	$\frac{5}{8}$	$\frac{6}{8}$	$\frac{5}{8}$		$\frac{4}{8}$	$\frac{5}{8}$
Cube 6	$\frac{2}{8}$		$\frac{1}{8}$		$\frac{7}{8}$	$\frac{8}{8}$
Cube 7	$\frac{7}{8}$		$\frac{6}{8}$			$\frac{1}{8}$
Cube 8	$\frac{5}{8}$	$\frac{4}{8}$		$\frac{2}{8}$	$\frac{3}{8}$	$\frac{1}{8}$
Cube 9	$\frac{1}{8}$		$\frac{3}{8}$	$\frac{8}{8}$	$\frac{4}{8}$	$\frac{1}{8}$
Cube 10	$\frac{12}{8}$		$\frac{9}{8}$	$\frac{16}{8}$		$\frac{10}{8}$



Teaching math isn't easy and for a lot of teachers, it isn't fun...like AT ALL!! Especially in this era of education, there is a lot of unknowns about what and how we should be teaching. You are NOT alone. With the implementation of new standers, assessments, and (for some) new curriculum, teachers are feeling bogged down and yet left out on their own to make sense of it all. Build Math Minds is here to help with that.

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