

RUNNING FOR FRACTIONS

OVERVIEW

In Running for Fractions, players work in teams to collaboratively solve fraction problems and find equivalent fractions by using manipulatives as guides. Players receive equations on their phones and use physical fraction pieces to help solve the equations.

MATERIALS

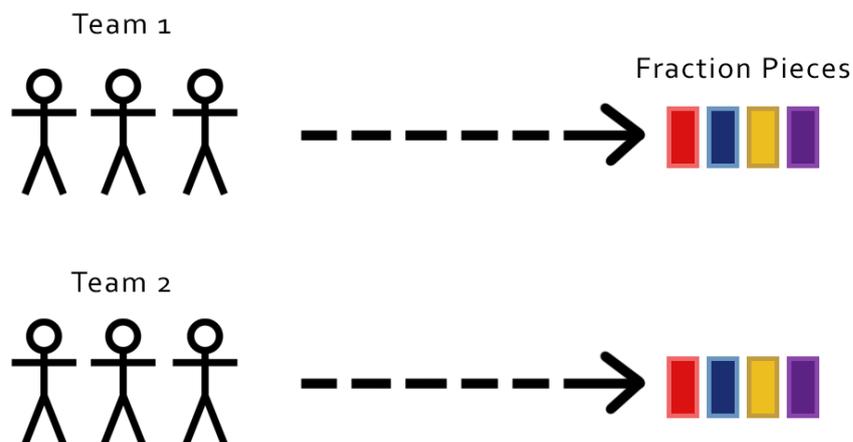
- 1 cell phone per player
- 2 baking sheets
- 1 set of printed fraction game pieces per team

SETUP

Print and cut out fraction game pieces. Each team should have their own set of fraction pieces. Running for Fractions is played in an open area in the classroom; approximately 20 feet long. The set up will be similar to a relay race with teams at one side of the room and fraction pieces on the other side of the room. Each team will be set up across from one set of fraction pieces. The fraction pieces can either be grouped together by fraction or mixed to make it more difficult for the players.

Estimated setup time: 5 minutes

Example setup diagram:



RULES

Players will read an equation on their phone then jog across the room where the fraction pieces are and identify what pieces they need to solve the equation. Students will come back to the starting area to solve the problem using the fraction pieces with their team. They will enter the answer into their cell phone, which will give feedback on whether their answer is correct or incorrect. Once they have the correct answer, the team can move on to the next problem. The game ends when all problems have been solved.

LAUNCHING THE GAME

For Players:

1. Create an account on wearablelearning.org if you haven't already.
2. Log into wearablelearning.org on your cell phone as a player.
3. Enter the game pin provided by your instructor.
4. Choose your assigned team and player number as you log in.

For Instructors:

1. Identify the total number of student teams that will be playing to determine the number of game instances to start. If you have 1-6 players start 1 game instance, if you have 7-12 players, start two game instances.
2. Assign each player a team and player number before they log in:

Game instance 1

Team 1 (players 1-2)

Team 2 (players 1-2)

Team 3 (players 1-2)

Game instance 2

Team 1 (players 1-2)

Team 2 (players 1-2)

Team 3 (players 1-2)

3. Log into wearablelearning.org as a game manager.

4. Start as many game instances as you need under the game named "RunningForFractionsFive". Refer to step 1 for the number of game instances to start.
5. Once the game instance is started, give your players the game pin.
 - For players 1-6 give them the game pin from the first instance.
 - For players 7-12 give them the game pin from the second instance.
6. Have players log in, enter the game pin and join the game with the team and player numbers assigned to them.