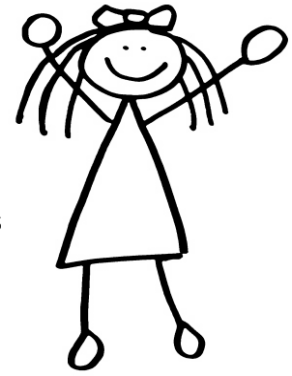


I Spy The Pie



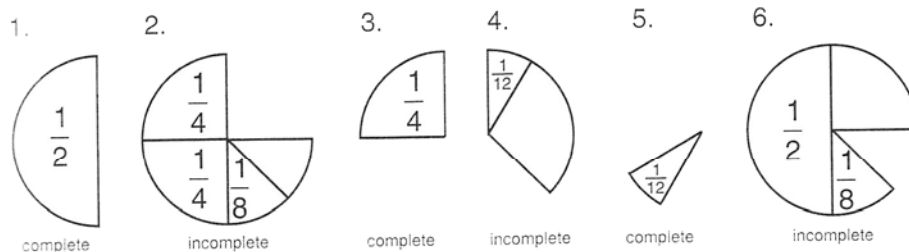
- Level:** Grade 4 and up
- Skills:** Identifying and naming fractions, equivalent fractions
- Players:** 2-3
- Equipment:** Fraction dice, fraction pieces, game board
- Getting Started:** Each player needs their own game board as follows

The goal of the game is to be the first player to fill in yr most pies with the least strikes. Three strikes and a player is out. Player One selects and rolls one fraction die and begins filling in one or more pie shapes using fraction pieces. If a player cannot place any of their pieces they circle a strike (x). No equivalent pieces may be laid down.

EXAMPLE:

Player One's Rolls Only

- Roll 1 = $\frac{1}{2}$ covers shape #1
- Roll 2 = $\frac{1}{2}$ covers shape #6
- Roll 3 = $\frac{1}{8}$ covers shape #6
- Roll 4 = $\frac{1}{4}$ covers shape #2
- Roll 5 = $\frac{1}{4}$ covers shape #2
- Roll 6 = $\frac{1}{8}$ covers shape #2
- Roll 7 = $\frac{1}{2}$ covers nothing and circles a strike
- Roll 8 = $\frac{1}{4}$ covers shape #3
- Roll 9 = $\frac{1}{12}$ covers shape #5
- Roll 10 = $\frac{1}{12}$ covers shape #4
- Roll 11 = $\frac{1}{2}$ covers nothing and circles a strike
- Roll 12 = $\frac{1}{2}$ covers nothing and circles a strike



Score 3 out of 6 shapes complete. Players continue playing until they fill in all shapes or they earn 3 strikes. At the end of rolling, players compare gameboards. The player with the most circles completed is the winner.

Variation 1: Fill in what is missing (completing the whole) rather than cover up what is already there.

Variation 2: Play without a strike variation. Players alternate turn until one player has successfully completed all six shapes

Variation3: Allow equivalent fractions to be used ie; roll $\frac{1}{2}$ and take two $\frac{1}{4}$'s and place on two separate shapes

Variation 4: The students or teacher can create different shapes for the game boards from which to play