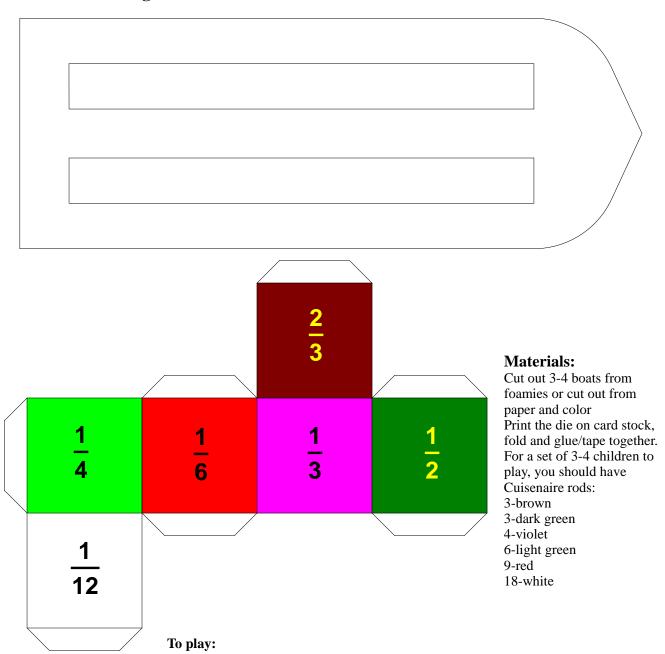
## **Fraction boat game:**



- On your turn, roll the die, and take the Cuisenaire rod indicated. Put it in your boat.
- If the rod of the color/fraction you rolled won't fit in your boat, then you lose that turn.
- If there isn't a rod of the color/fraction you rolled, and you can make the same amount out of rods that are available, then you can take a combination of other rods that make the same amount.
- When both of your cargo holds are full, you are ready to sail.
- The first person whose boat is ready to sail wins the game.

## Math Variations:

- Read the name of your fraction out loud before you take the rod of that size.
- When you get close to filling up a cargo hold, tell what you need to fill it the rest of the way