

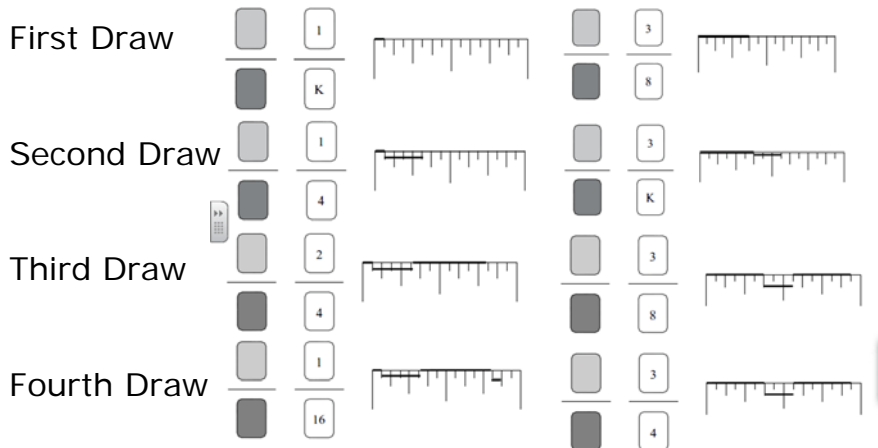
Only Sixteenths Game

- Sort through a standard deck of playing cards, putting the 4s, 8s and kings in one stack and the aces, 2s and 3s in the other stack. The kings will represent sixteenths.
- The 4s, 8s and kings stand for the denominator, or bottom number of the fraction.
- The aces, 2s and 3s will stand for the numerator, or top number of a fraction.
- Each player places the magnified inch template in a Communicator®.
- The numerator and denominator cards are placed face down in two separate piles.
- Players alternately choose a numerator and denominator card from the top of the deck.
- If the fraction is not in sixteenths, they change the fraction to an equivalent form using sixteenths.
- They then mark that distance of sixteenths on the giant inch, each time starting where they left off the last time.
- The first player to have their mark extend beyond an inch wins the round.
- The first player to win 12 rounds (a foot) wins the game.
- When the cards are all used, each stack is reshuffled and the numerator and denominator piles are once again created.

Example:

Student A

Student B



Student B wins in the fourth draw because their line passes 1 inch.