F·R·A·N·G·O Game Variations

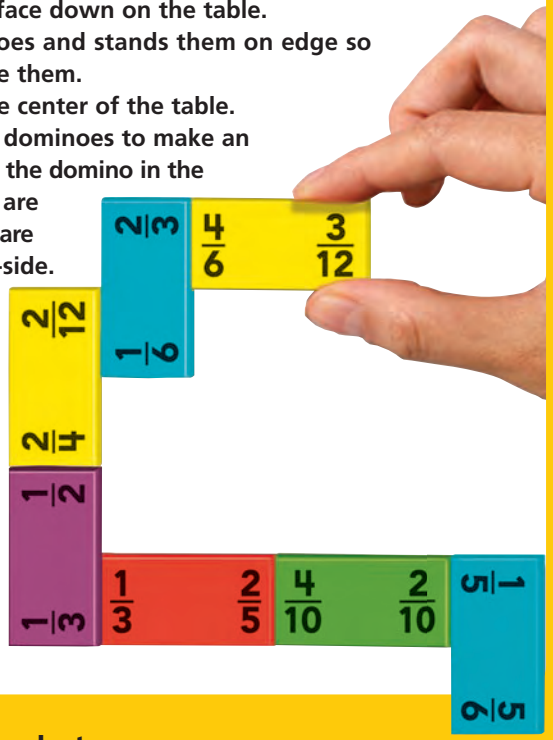
F·R·A·N·G·O Equivalent Fraction Train

Your students will also have fun using the F·R·A·N·G·O fraction dominoes without the cards. Encourage them to make as long a "train" of equivalent fractions as possible from one or more colors of the dominoes placed next to one another.

F·R·A·N·G·O Fraction Dominoes

This exciting version of classic dominoes has a fraction twist!

1. Spread the fraction dominoes face down on the table.
2. Each player draws five dominoes and stands them on edge so that the other players can't see them.
3. Turn one domino face up in the center of the table.
4. Player 1 tries to use one of his dominoes to make an equivalent fraction match with the domino in the center of the table. Dominoes are placed so that matching halves are touching end-to-end or side-to-side. If the player can't make a match, he draws another domino from the pile.
5. Play continues in this manner with players taking turns placing dominoes, until one of the players gets rid of all of his or her dominoes and wins the game. If there are no dominoes left in the pile, the player with the fewest dominoes left is the winner.



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EI-2929
Ages 8+/Grades 3+
For 2-6 players

F·R·A·N·G·O
EQUIVALENT FRACTIONS

The equivalent fraction bingo game!

The excitement of bingo, the fun and feel of dominoes, the challenge of fractions… put them together, and you've got F·R·A·N·G·O, a great new way to learn equivalent fractions!

Contents

- 84 plastic fraction dominoes (14 each: red, blue, yellow, green, orange, purple)
- 6 double-sided game cards (12 games)
- Game spinner
- Cloth storage bag
- F·R·A·N·G·O Answer Key
- Guide

⚠ WARNING:
CHOKING HAZARD—Small parts.
Not for children under three (3) years.

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Object of the Game

Be the first player to fill a horizontal row on your card with equivalent fractions.

Getting Ready to Play

- Place all fraction dominoes face up on the table. *(To make it easier, dominoes may be grouped by color.)*
- Each player takes a game card.
- Pencils and paper may be used to work out equivalencies.
- Players decide who will go first.

Playing F·R·A·N·G·O

1 Player 1 spins the spinner and lands on a color.

2 Player 1 finds any fraction on her card that is next to that color.

3 Player 1 scans all the matching-color dominoes on the table, looking for an equivalent fraction to the fraction on her card. She places the domino next to the equivalent fraction.

equivalent fractions

$\frac{2}{10} = \frac{1}{5}$

- If the player **can** make a match, she reads the equivalent fractions to the other players. For example, *two tenths is equivalent to one fifth.*
- If the player **cannot** make a match, the domino is put back in the pile.

If the other players do not agree that a match has been made, they can check the F·R·A·N·G·O Answer Key.

4 Play continues clockwise. A domino can be placed next to a printed white space or next to dominoes already on the board.

NOTE: If you spin a color you cannot use, you must pass until your next turn. You MAY NOT spin again.

5 The first player to fill a horizontal row with equivalent fractions calls out "FRANGO!" That player must then read the row of equivalent fractions *(five tenths is equivalent to six twelfths; two tenths is equivalent to one fifth; and one half is equivalent to two fourths).*

Player Pointers

This player chose the space next to $\frac{2}{6}$ rather than $\frac{2}{8}$, opening up the red space to play.

If you have two spaces on your card where you can place a domino, it may be better to choose the space **between a printed white space and an empty space.** Placing a domino there will open up the other empty space to game play.

This player chose the space next to $\frac{4}{12}$ rather than $\frac{1}{2}$, setting up the row for a win.

If you have two spaces on your card where you can place a domino, it is better to choose the space in the row **in which you have already placed another domino.** This way you have to place fewer dominoes to win.