

## Really Good Tug-of-War—Fractions

**This Really Good Stuff® product includes:**

- 64 Really Good Tug-of-War—Fractions Playing Cards, including 4 Wild Cards
- Storage Box
- This Really Good Stuff® Activity Guide, with Answer Key

All activity guides can be found online:

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Made in Guangzhou, China

Congratulations on your purchase of this Really Good Stuff® **Really Good Tug-of-War—Fractions** deck—an enjoyable and familiar way to reinforce the place value concepts of reading, saying, and comparing fractions.

Before introducing **Really Good Tug-of-War—Fractions**, make copies of this Really Good Stuff® Activity Guide and file the pages for future use. Or, download another copy of it from our Web site at [www.reallygoodstuff.com](http://www.reallygoodstuff.com). In order for the game to be played independently, make at least one extra copy of the *Tug-of-War—Fractions Answer Key Reproducible* and store the Answer Key with the Cards so that the players can access it easily.

### Playing Really Good Tug-of-War—Fractions

**Number of Players:** 2 to 5

**Object:** To be the player who wins all of the Cards in the deck.

#### How To Play:

1. Decide who will be the first dealer. For instance, perhaps the first dealer is the person whose birthday is closest to January 1st. (If you play more than one game, the deal then moves counterclockwise among the players.) The

dealer shuffles all the Cards and deals them out evenly among the players. If there are any extra Cards, set them aside.

2. Each player places his or her Cards in a pile facedown in front.
3. Each player turns his or her top Card faceup. The player to the right of the dealer reads the fraction on his or her Card. Play continues around the circle with each player reading the fraction aloud.
4. The player with the fraction that equals the largest amount wins all the Cards from that round. If during the round, two or more players turn over Cards with the same/or equivalent fraction, those players play a *Tug-of-War* round (**Note:** The Wild Cards are considered a match with any Card that is displayed. When a Wild Card appears, players automatically hold a *Tug-of-War*):
  - Each *Tug-of-War* player places three more Cards facedown on top of his or her first Card, then he or she places a fourth Card faceup on the other Cards in play.
  - The *Tug-of-War* players each read the fraction on their top Card. The player with the fraction that equals the largest amount wins all of the Cards that have been played.
  - If any players during the *Tug-of-War* round have Cards with the same/or equivalent fractions again, they play another *Tug-of-War* round until one *Tug-of-War* player finally wins and takes all of the Cards played.
5. Play continues until one player has won all of the Cards in the deck. (**Note:** As each player runs out of Cards, he or she shuffles the Cards he or she won and continues to play with them.)

#### Variations:

- Play *Tug-of-War* as outlined, but have the player with smallest fraction win the round.
- If time is limited, create a shorter version of the game by removing a few “books,” or Cards representing the same fraction and/or its equivalent fractions, from the deck. But do not remove the wild Cards as these will help speed the game along by creating more matches.

#### Introducing Really Good Tug-of-War—Fractions

Decide which “books” you want to use to demonstrate *Tug-of-War* and choose a couple of students to play with you for the class. While you shuffle the Cards, explain the object of the game and how to play to the volunteers. With the rest of the class gathered around, model playing the game.



*Tug-of-War-Fractions Answer Key Reproducible*

## Cards in order from smallest to largest:

