1 Game

- a die
- a pile of counters
- spinner
- paperclip

Spinning for more

1 Take turns to roll the die.
The player who rolls a **4** first spins first.

2 **Player 1** spins **a fraction**, and then **rolls the die.**
The player finds the **jar labelled with the fraction** on the spinner and then chooses the **rubber ball with the number** on the die.

3 **Player 1** finds the answer to the fraction equation.

4 If the other players agree with that answer, **Player 1** takes a counter.

5 The next player repeats steps 1 to 4.

6 The person with the most counters after 10 rounds is the winner.