Fraction matcher

**Purpose:** Students will practice equivalent fractions and mixed numbers.

**Grade Level/TEKS Reference:** 3rd grade

- **Standard 3.3.F** - represent equivalent fractions with denominators of 2, 3, 4, 6, and 8 using a variety of objects and pictorial models, including number lines.
- **Standard 3.3.G** - explain that two fractions are equivalent if and only if they are both represented by the same point on the number line or represent the same portion of a same size whole for an area model.

**Length of time necessary for game or activity:** Depending on the level, anywhere from 5 minutes to 30 minutes.

**Number of Participants:** The game is played individually with no limitation of the number of players.


**Procedure:** There are two difficulty levels. The simple level is Fractions and the more complex level is Mixed Numbers (Mixed Fractions). Students will start with level 1. Two scales are in the middle of the screen with two rows of fractions and geometric shapes. The shapes have colored sections. The numbers of shapes and fractions do not match. The students have to find equivalent numbers, either fractions of colored sections of the shapes. They will select a number and drag it to one scale. Then they will select an equivalent shape or number and drag it to the other scale. The word CHECK appears on the right. The students will click check to see if their selection is correct. The ping and a smiley face identify a correct answer and points earned. Students click OK to continue. If students made a wrong choice, they would see try again and a “boing” sound. Numbers and shapes can be dragged back into the grid at the bottom. The matches are displayed.
in the top row. The score is kept while playing the game, however it is not saved. The website has several suggestion and lesson plan on how to facilitate the game in class.

Adapted by: Alexandra Janney (2020)