

Cover Up

You need:

your fraction kit

a fraction die with faces marked $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{8}$, $\frac{1}{8}$, $\frac{1}{16}$, $\frac{1}{16}$

a partner

Rules

1. Take turns rolling the fraction die.
2. On your turn, the fraction that comes up on the die tells what size piece to place on the whole strip.
3. Check with your partner to be sure he or she agrees with what you did.
4. After finishing your turn, say "Done" and pass the die to your partner.
5. The first player to cover his or her whole strip *exactly* wins. If you need only a small piece— $\frac{1}{8}$ or $\frac{1}{16}$, for example—and you roll a larger fraction— $\frac{1}{2}$ or $\frac{1}{4}$, for example—you can't play. You must roll a fraction smaller than or exactly what you need.

Uncover, Version 1

You need:

your fraction kit

a fraction die with faces marked $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{8}$, $\frac{1}{8}$, $\frac{1}{16}$, $\frac{1}{16}$

a partner

Rules

1. Each player covers his or her whole strip with the two $\frac{1}{2}$ pieces.
2. Take turns rolling the fraction die.
3. On your turn, take one of three options:
 - remove a piece (only if you have a piece the size indicated by the fraction facing up on the die);
 - exchange any of the pieces on your whole strip for equivalent pieces;
 - do nothing
4. Check with your partner to be sure he or she agrees with what you did.
5. After finishing your turn, say "Done" and pass the die to your partner.
6. The first player who removes all pieces from the whole strip wins.

NOTE 1: You may not remove a piece and exchange on the same turn; you can do only one or the other.

NOTE 2: You have to go out exactly. That means if you have only one piece left and roll a fraction that's larger, you may not remove the piece.

Uncover, Version 2

The rules are the same as for the game of Uncover except for the first option of Rule 3.

You need:

your fraction kit

a fraction die with faces marked $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{8}$, $\frac{1}{8}$, $\frac{1}{16}$, $\frac{1}{16}$

a partner

Rules

1. Each player covers his or her whole strip with the two $\frac{1}{2}$ pieces.
2. Take turns rolling the fraction die.
3. On your turn, take one of three options:
 - **New Rule:** remove one or more pieces from your board as long as they add up to the fraction facing up on the die;
 - exchange any of the pieces on your whole strip for equivalent pieces;
 - do nothing
4. Check with your partner to be sure he or she agrees with what you did.
5. After finishing your turn, say "Done" and pass the die to your partner.
6. The first player who removes all pieces from the whole strip wins.

NOTE 1: You may not remove pieces and exchange on the same turn; you can do only one or the other.

NOTE 2: You have to go out exactly. That means if you have only one piece left and roll a fraction that's larger, you may not remove the piece.