

Equivalent Fractions 1

1. Play a game of matching pairs with a partner. Cut out the cards carefully before you start.

How to play:

1. Mix the cards up and place them face down on the table.
2. Take it in turns to turn over two cards.
3. If you turn over equivalent fractions, keep them. If you don't, turn them back over.
4. Play until all cards have been used. The winner has the most pairs at the end.

$$\frac{4}{10}$$

$$\frac{4}{6}$$

$$\frac{15}{20}$$

$$\frac{6}{18}$$

$$\frac{18}{21}$$

$$\frac{5}{6}$$

$$\frac{6}{15}$$

$$\frac{14}{21}$$

$$\frac{6}{8}$$

$$\frac{10}{30}$$

$$\frac{12}{14}$$

$$\frac{15}{18}$$

DP

2. Alfred, the Queen's assistant, has forgotten the code to the safe and the Queen wants her crown! The code is a combination of three equivalent fractions using the numbers 1 to 15. Each number can be used once in a code.

$$\begin{array}{|c|} \hline \square \\ \hline \square \\ \hline \end{array} = \begin{array}{|c|} \hline \square \\ \hline \square \\ \hline \end{array} = \begin{array}{|c|} \hline \square \\ \hline \square \\ \hline \end{array}$$



Explore the possible combinations Alfred could try.

Alfred finds a clue to help him crack the code:

The denominators in the code have a common factor of 4. Improper fractions may also have been used.

Investigate what the combination could be now.

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