## **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.

**4** 10

4 6

15 20

<u>6</u> 18

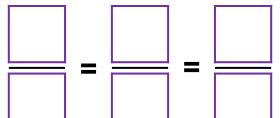
18 21

5

**6** 15 14 21 8

10 30 12 14 1<u>5</u>

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.



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.