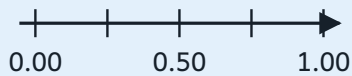


PLACING FRACTIONS ON THE LINE

- 1 Draw a line from 0 to 1 and split it into four equal jumps.
- 2 Count one jump from 0 to mark **one quarter**.
- 3 Count two jumps from 0 to mark **one half**.
- 4 Count three jumps from 0 to mark **three quarters**.

WARM-UP

Draw marks on the blank number line for the game path.



1. Mark one half on the line
2. Mark one quarter on the line
3. Mark three quarters on the line

PRACTICE

- 1 In the board game race, the path is a line from **0** to **1**. Mark where the player token stops at one half.
- 2 During playtime hopscotch, the line runs from **0** to **1**. Show the spot for one quarter.
- 3 In the card game track, the line goes from **0** to **1**. Place three quarters on it.
- 4 On the playground number line game, check if two quarters matches one half.
- 5 For the video game level map from **0** to **1**, place one half then one quarter then three quarters.
- 6 In the dice roll board game, prove two quarters and one half share the same spot.
Show that two quarters equals one half on the 0-to-1 play line.

? ALWAYS, SOMETIMES, NEVER

Always, sometimes or never true? Write A, S or N.

- | | |
|---|--|
| a. One half lands in the middle of a 0-to-1 number line. <input type="text"/> | c. Two fractions that look different land at the same point on the number line. <input type="text"/> |
| b. Three quarters is closer to 1 than to 0 on the number line. <input type="text"/> | d. Any fraction lands at a different point from all others on the line. <input type="text"/> |