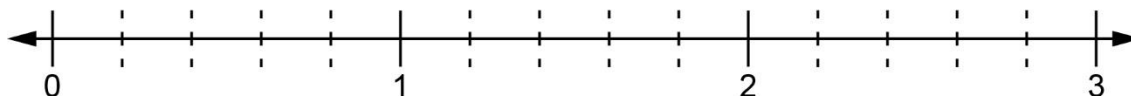
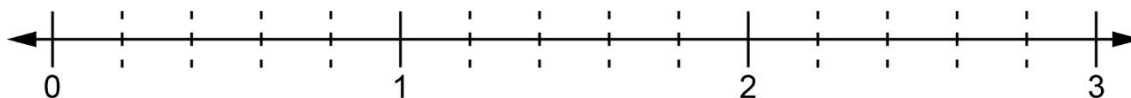
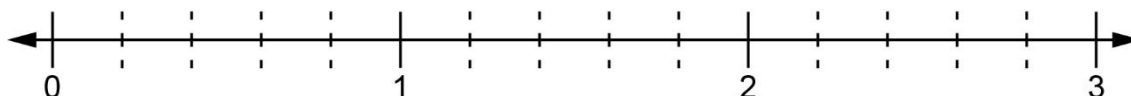


Filling Three

Goal: Counting by one-fifths to be the first to reach 3.

How to Play:

- **Player A:** Start at 0. Count 1, 2, or 3 one-fifths.
Draw jumps on the line and write a fraction to label where you land.
- **Player B:** Start where Player A ended.
Count on 1, 2, or 3 one-fifths.
- Draw the jumps and label where you land.
If you land beyond 1, record the fraction as a mixed number.
- Continue to take turns until one player reaches 3.
- Play again.



Filling Four

How to Play:

- **Player A:** Start at 0. Count 1, 2, or 3 one-fourths.
Draw jumps on the line and write a fraction to label where you land.
- **Player B:** Start where Player A ended.
Count on 1, 2, or 3 one-fourths. Draw the jumps and label where you land. If you land beyond 1, record the fraction as a mixed number.
- Continue to take turns until one player reaches 4.
- Play again.

