

Number
Unit 4 Line Master 3**The Greatest Fraction**

- Use a number cube, spinner, or random number generator to get four numbers.
- Use these numbers to make two fractions.
- For each fraction, toss a coin to determine its sign: heads is positive and tails is negative.
- Record your two signed fractions in the first equation. Perform the operation to determine the answer.
- The student with the greatest answer gets 1 point.
- The player with the most points after all six equations have been used wins.

1. _____ + _____ = _____

2. _____ × _____ = _____

3. _____ − _____ = _____

4. _____ − _____ = _____

5. _____ × _____ = _____

6. _____ ÷ _____ = _____