

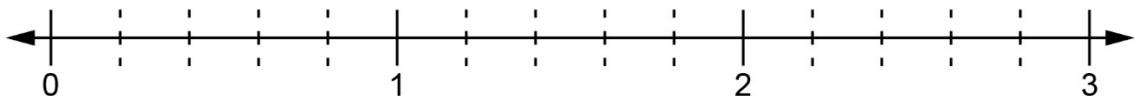
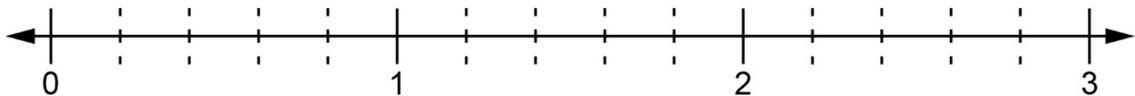
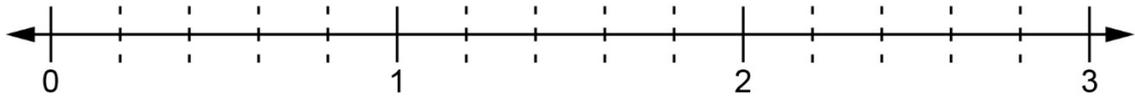
Number  
Unit 3 Line Master 5a

## 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.

