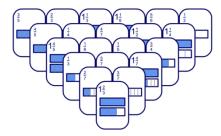
Pyramid Solitaire 1 player

Goal: Clear a pyramid of cards. How? Make products that must be whole numbers.

"Product" is the result when two or more numbers are multiplied.

Instructions:

1. Shuffle the fraction cards and place them, face up, in a pyramid style as in the picture. Use all the fraction cards.



- 2. Shuffle the whole number cards and place them in a pile face down.
- 3. The play:
 - Flip one card at a time from the whole number pile.
 - Look for a card that will multiply by an available pyramid card to make a whole number product. An available pyramid card is a card that does not have any part of it covered by other cards.
 - Remove the card from the pyramid and place the pair of cards in another pile.
 - Once you make a match, you may use the next visible whole number card (from an earlier flip) to make your next match.
 - If you go through the entire pile, flip over the pile and keep playing.
 - Game continues until no more pairs can be found.
- 4. You win if you are able to clear the entire pyramid.

Pyramid Duo 2 player

The rules are the same as for Pyramid Solitaire with the following changes:

- Players take turns.
- Each turn starts with the player flipping a whole number card and ends when (s)he needs to flip the next card in order to keep playing.
- The player who made the most matches wins.

GO FISH 2, 3 or 4 players

GOAL: Get as many "pairs" of cards as you can.

A "pair" of cards means the product of a fraction card and a whole number card is a whole number.

"Product" is the result when two or more numbers are multiplied.

Getting Ready:

- 1. Shuffle all the cards together and deal 5 cards to each player. Do not show your cards to the other players.
- 2. The remaining cards are spread out, face down, between the players to form the river.
- 3. Each player looks at their own cards and decides if they have any pairs.

Declaring a Pair:

Show the "pair" to the other players and state the product.

- a) If the other players agree that you have stated the correct product:
 - place the "pair" face down in front of you
- b) If the other players disagree with you:
 - If the product is a whole number, the player who can state the correct product, gets to keep the "pair" face down in front of them.
 - If the product is not a whole number, then both cards are returned to your hand.

The Game:

- 1. The player to the dealer's left starts.
- 2. Each turn consists of the following:
 - i) Look at your cards and decide what you need to make a "pair".
 - ii) Ask a specific player for a particular fraction card or whole number card to make a "pair". E.g "Fig, do you have a six?"
 - iii) If the player has the card, they must give it to you.
 - Declare your pair. (see above).
 - If you are correct, you get another turn. If not, then the player to the left has the next turn.
 - iv) If the player does not have the requested card, they say "go fish".
 - Pick up a card from the river.
 - If this card makes a "pair" with something in your hand, you may declare it. (see above)
 - It is the next player's turn.
- 3. Continue taking turns until the river is empty. If at any time a player runs out of cards, they pick up a new hand of 5 cards from the river and continue to play.
- 4. The winner is the person with the most "pairs".

MEMORY MATCH 2 or 4 players. If there are 4 players, play in teams of 2.

GOAL: Get as many "pairs" of cards as you can.

A "pair" of cards means the product of a fraction card and a whole number card is a whole number.

"Product" is the result when two or more numbers are multiplied.

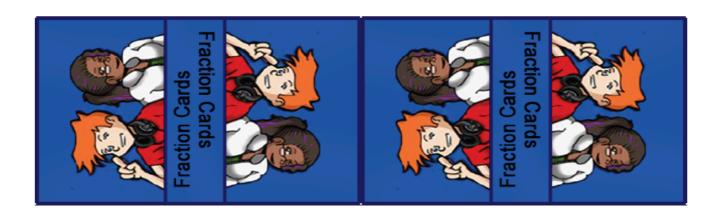
Instructions:

- 1. Sort the cards into 2 decks: fraction cards and whole number cards.
- 2. Lay out the cards face down. Keep the 2 decks separated.
- 3. When it is your turn, flip over 1 card from each deck.
- 4. Check if these cards multiply to a whole number.
 - a) State the product.
- OR
- b) State that the product is not a whole number.
- 5. The other player/team must agree or disagree.
 - If a player/team disagrees, they have to state their reasons, and state the correct product *if* it is a whole number.
 - If it isn't a pair, then the cards are returned to the original place.
 - If it is a pair, the person/team who stated the correct whole number product keeps the pair.
- 6. The turn then goes to the next player/team.
- 7. The game is over when no more pairs can be found.
- 8. The person/team that collected the most pairs wins.

FACE UP MATCH GAME 2 or 4 players. If there are 4 players, play in teams of 2

The rules are the same as for Memory Match with the following changes:

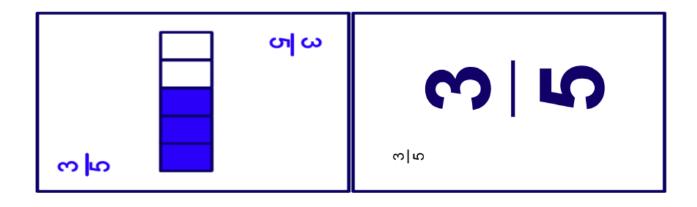
- 1. Lay out the two separate decks of cards FACE UP.
- 2. When it is your turn, select 1 card from each deck so that the 2 cards multiply to a whole number then state the product.

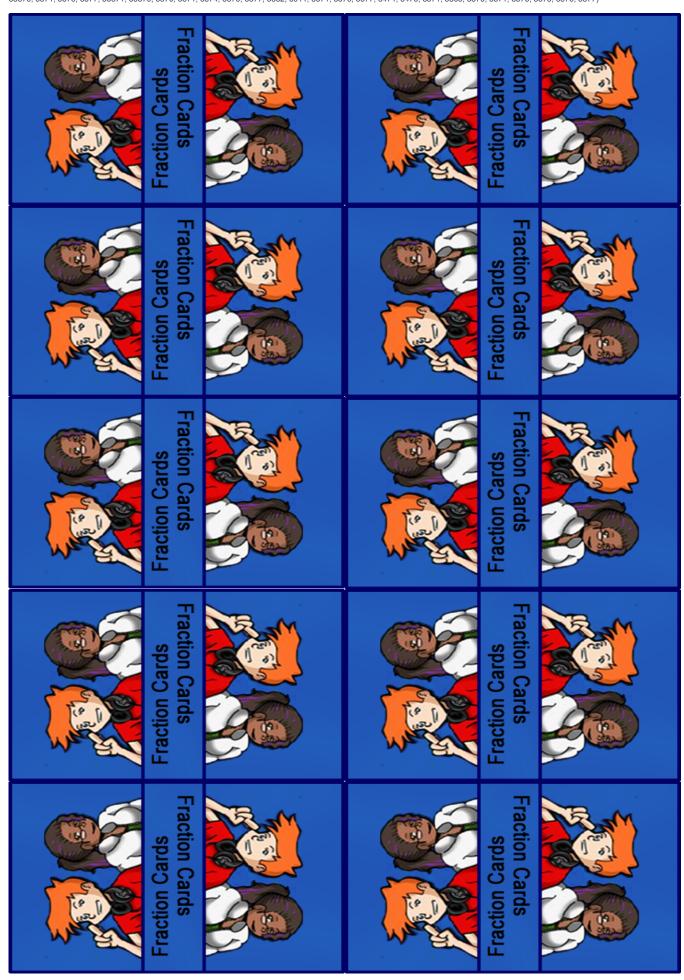


Print on card stock or on Business cards (e.g.15871, 18871, 27871, 27881, 27882, 27883, 28371, 28865, 28873, 28876, 28877, 28878, 38871, 38873, 38876, 5371, 5376, 5377, 55871, 55876, 5870, 5871, 5874, 5876, 5877, 5882, 5911, 8371, 8376, 8377, 8471, 8476, 8571, 8865, 8870, 8871, 8873, 8875, 8876, 8877)

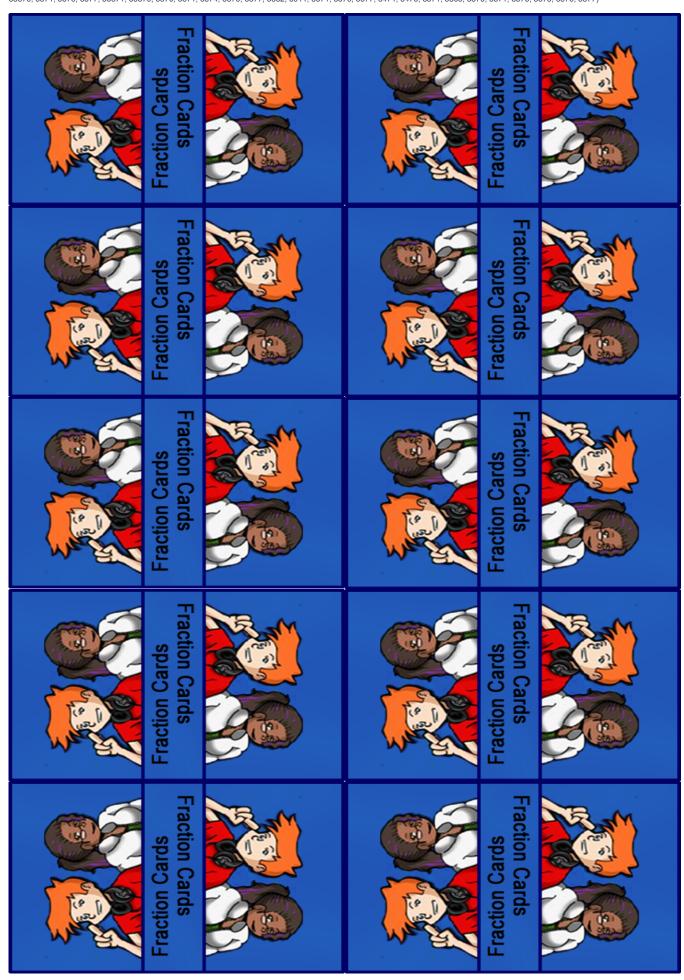
Optional: Send each sheet through the printer twice.

- once to print the number / representation, and
- once to print the card back.

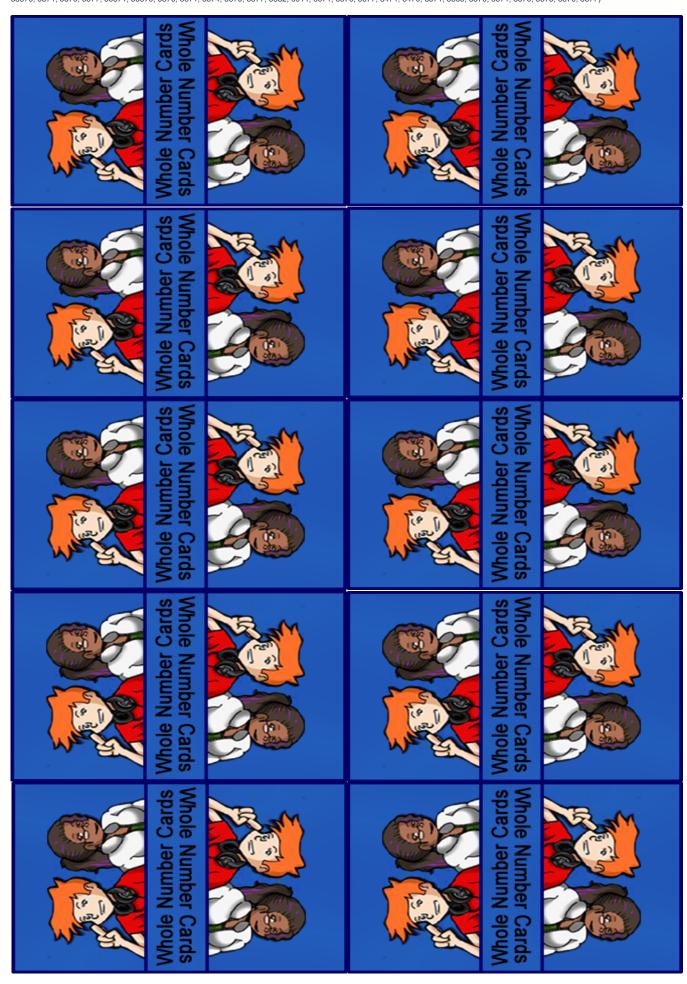


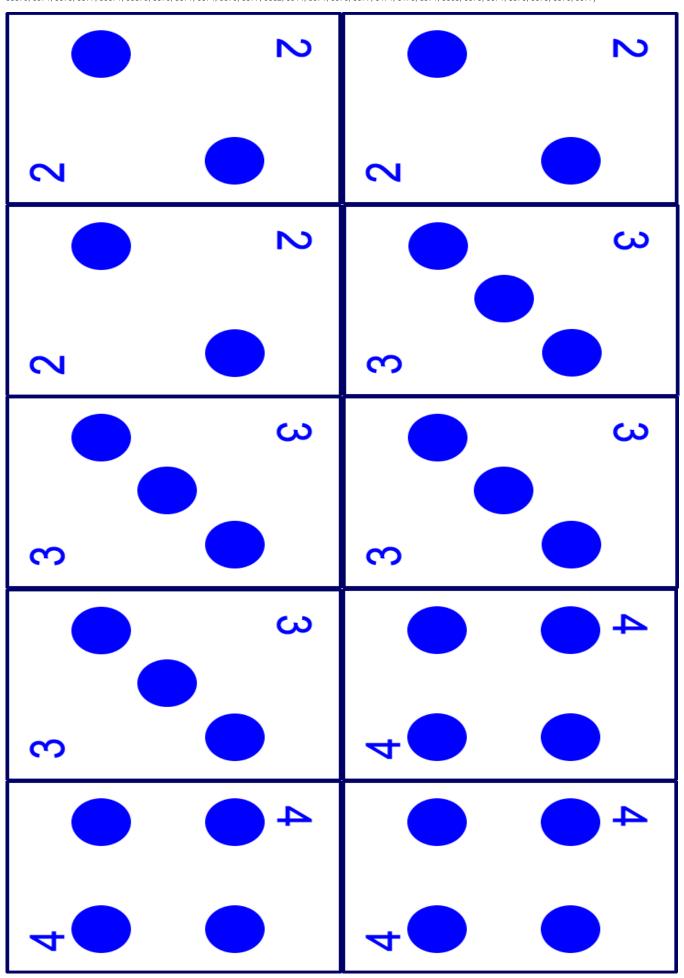


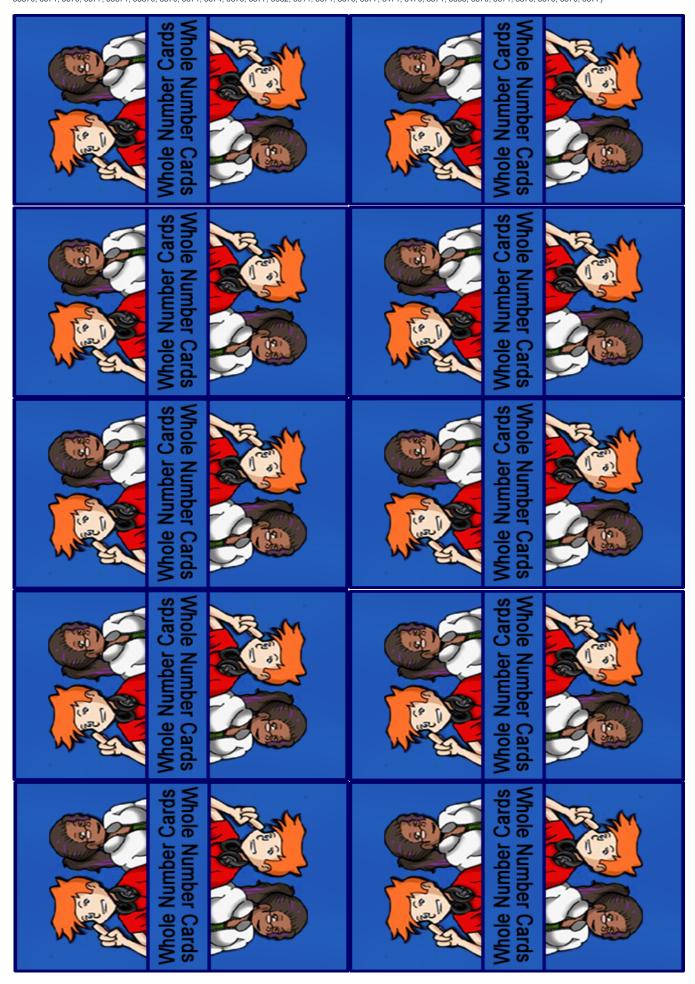
13/3	$\frac{1\frac{1}{3}}{1}$
$\frac{1\frac{1}{2}}{2}$	$1\frac{4}{5}$ $\frac{9}{4}$
11 4	$\frac{1\frac{1}{6}}{16}$
1 4	$\frac{1}{2}$
3 3	1 5 1

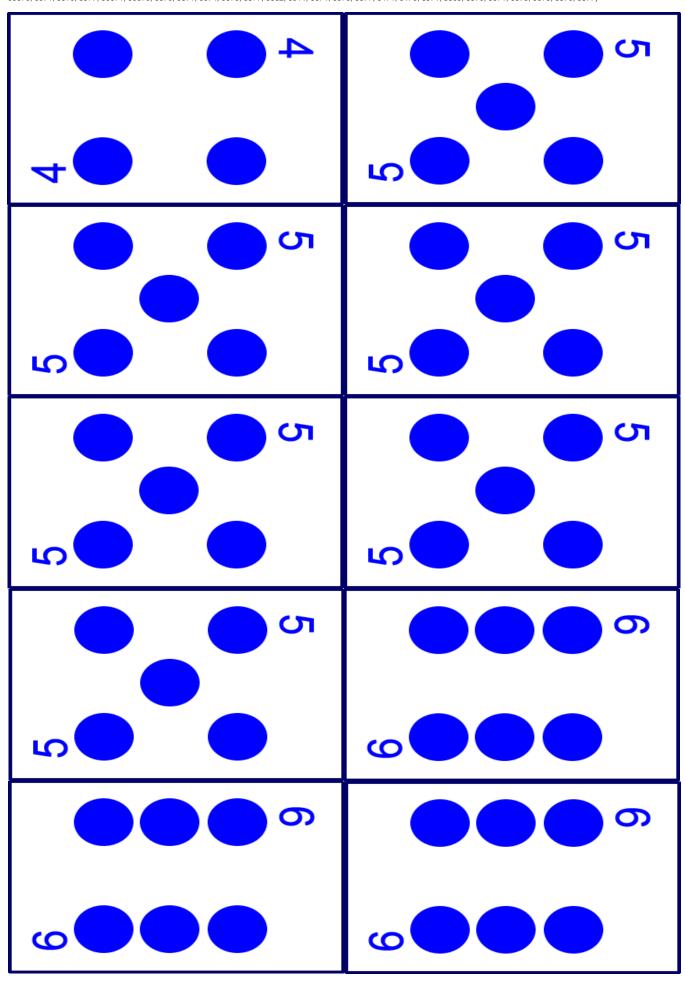


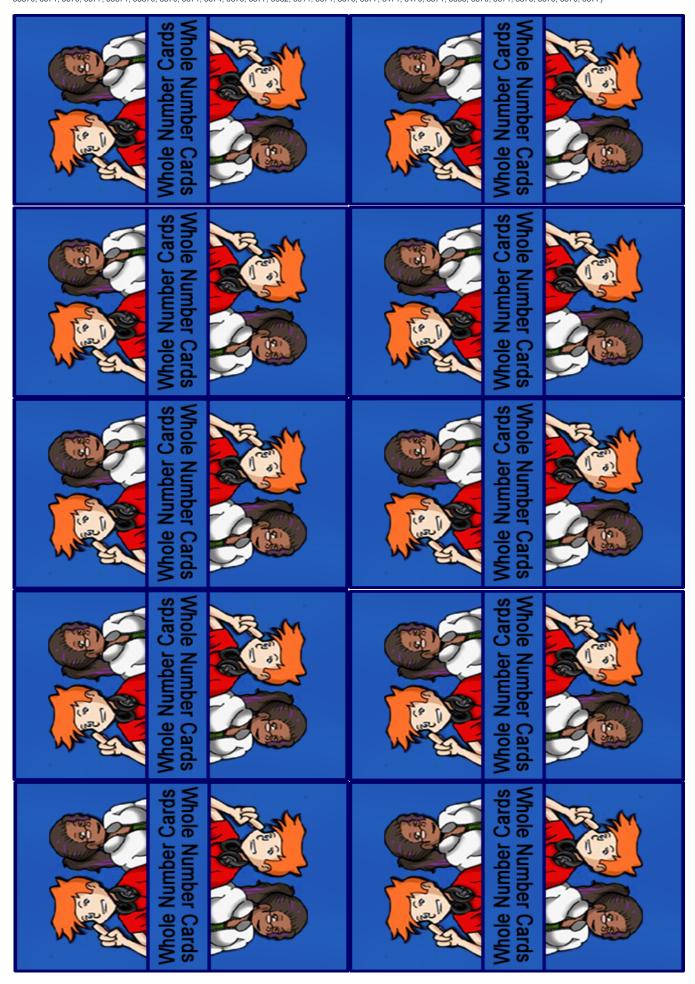
1 7	1	<u>1</u>	6
5	<mark>6</mark> 5	45	4 5
3 7	7	<u>2</u> 3	2
<u>2</u>	2 7	4 7	4
5	<u>5</u>	3	8 4

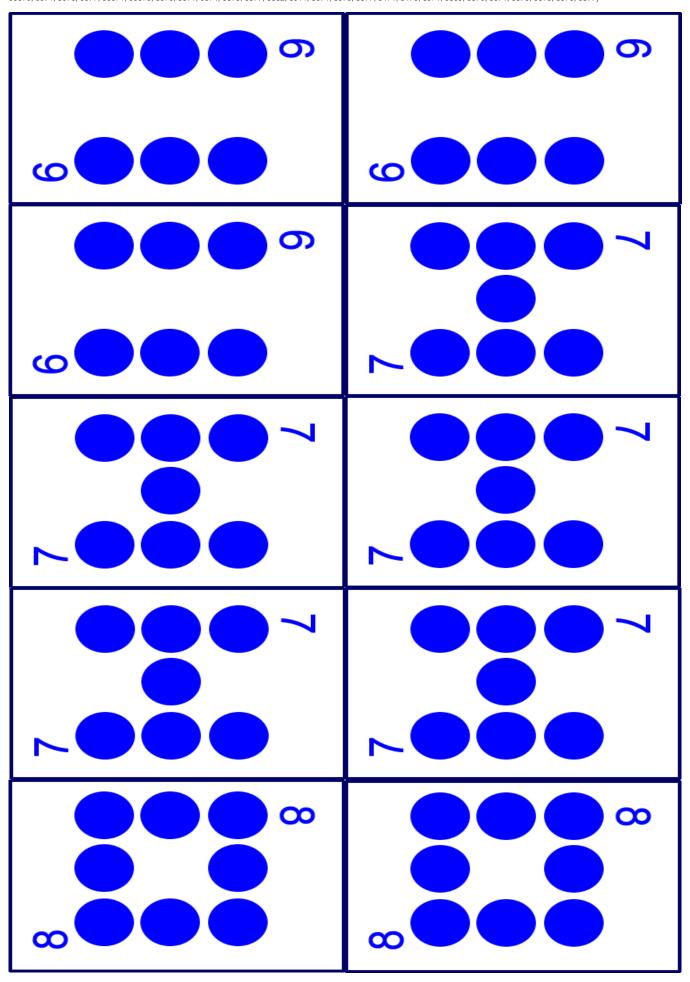


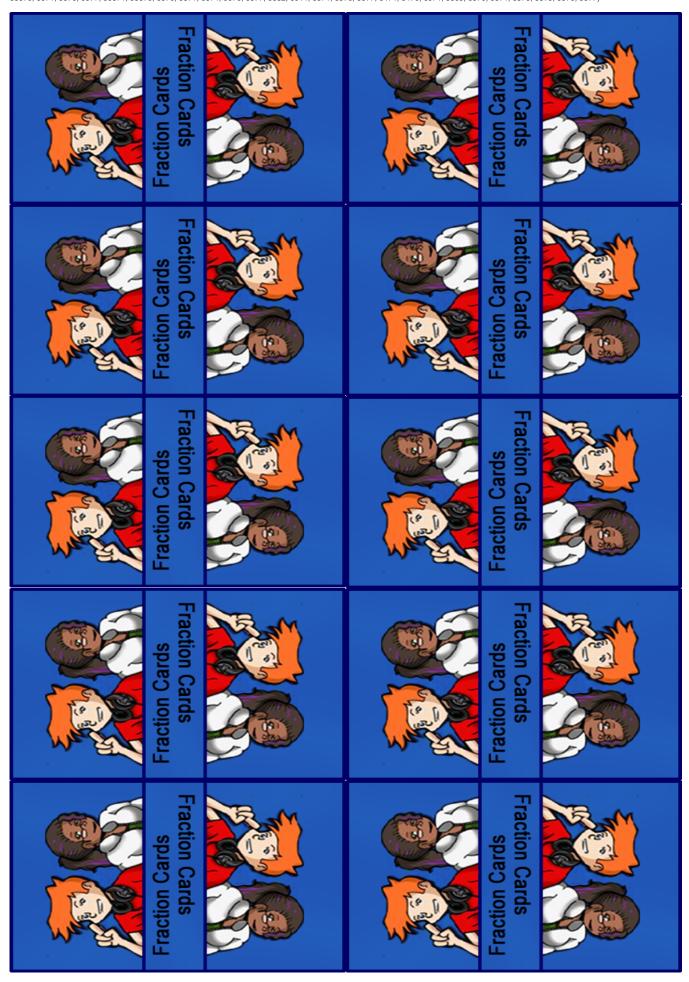












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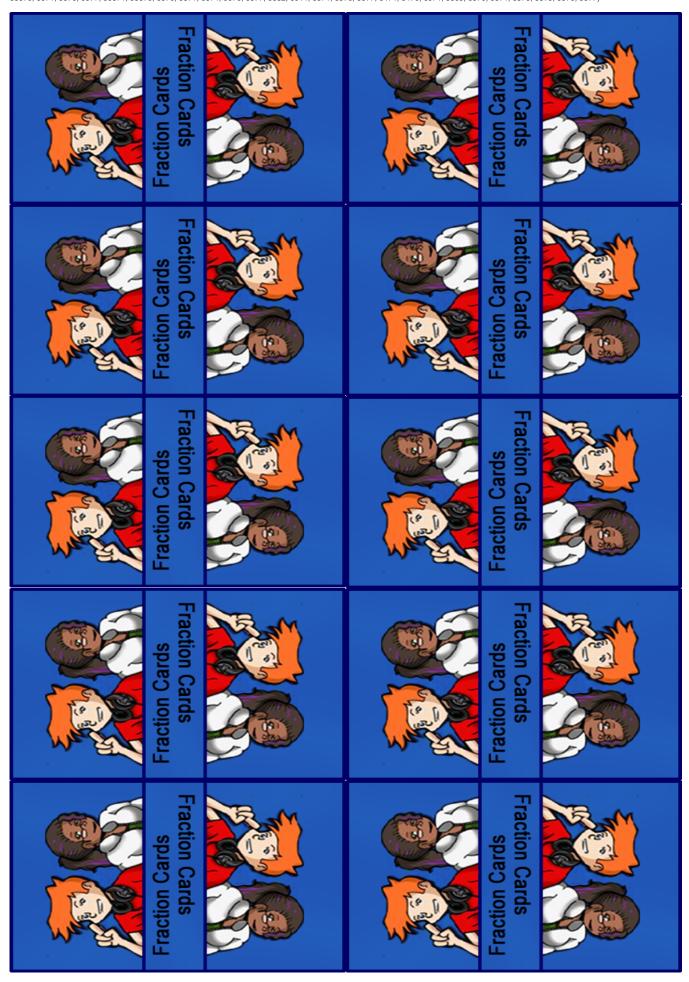
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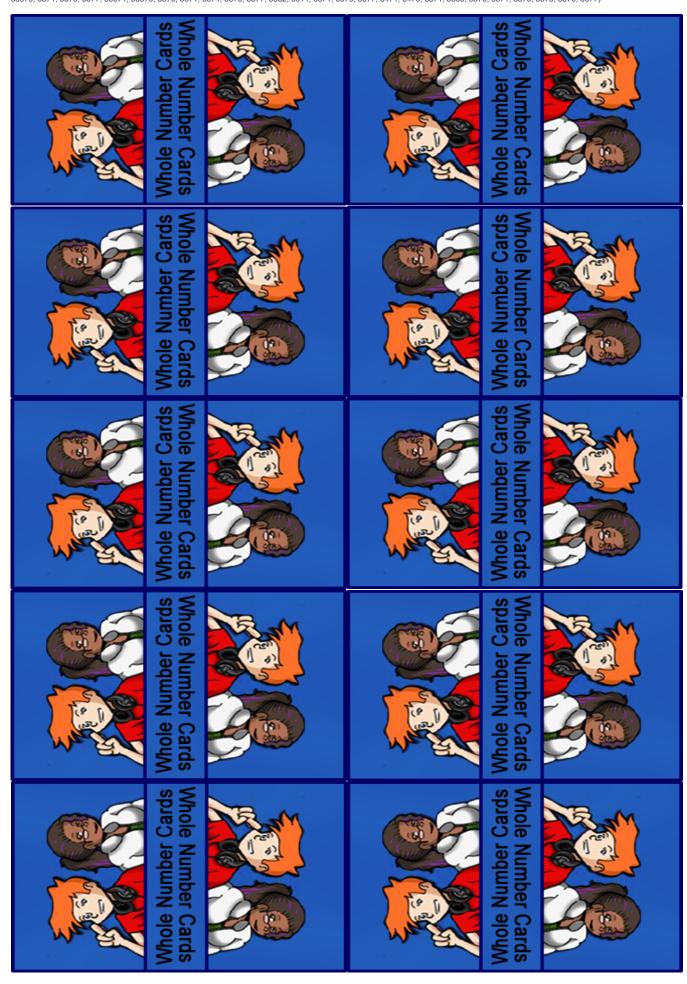
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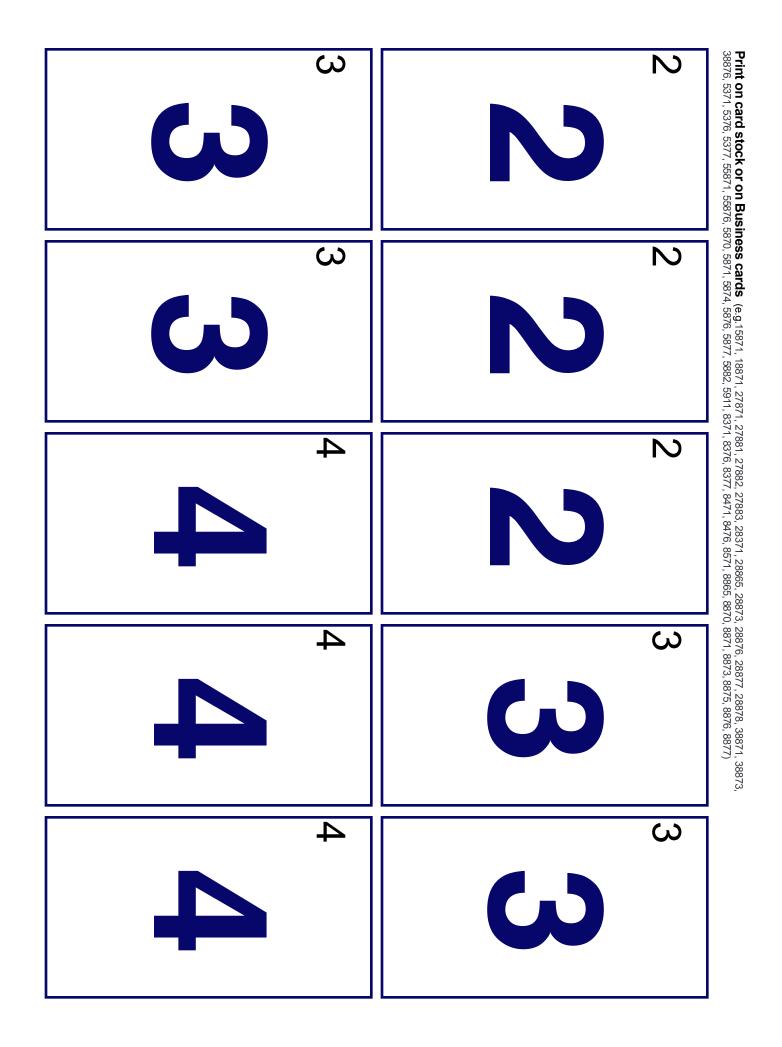
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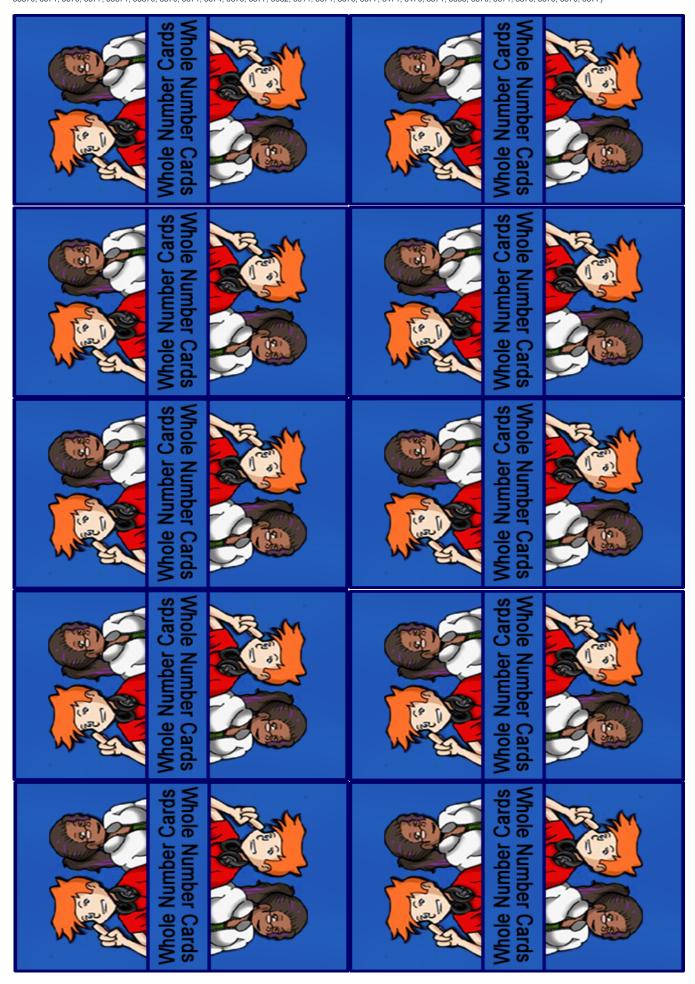
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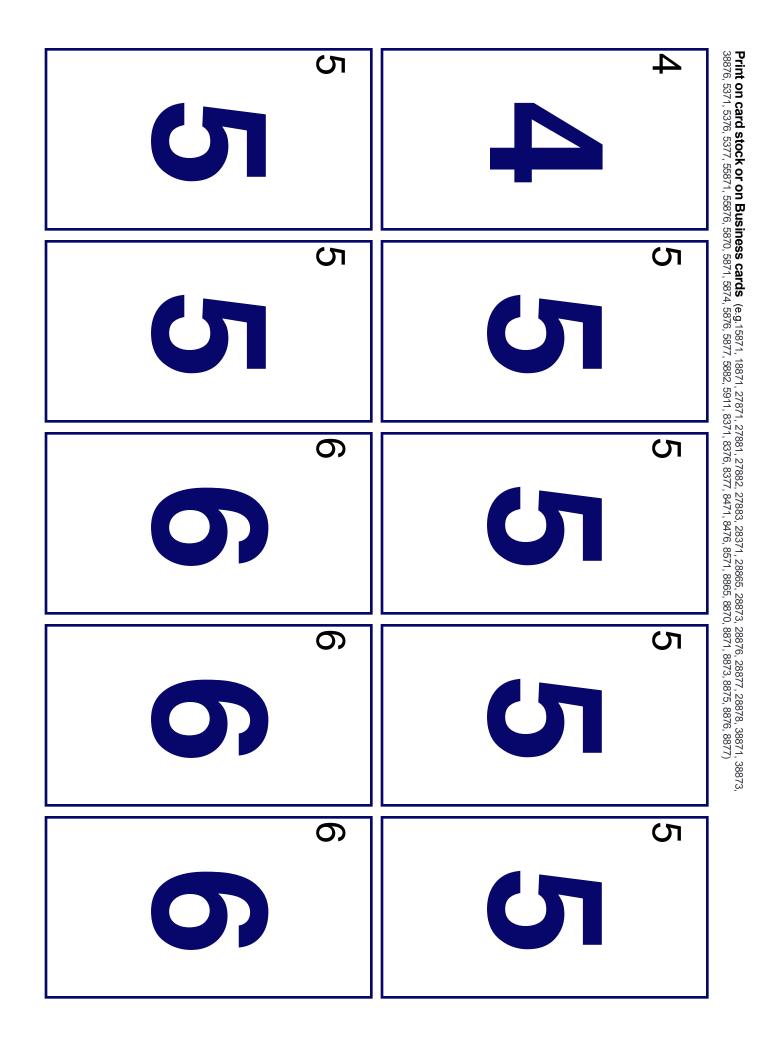
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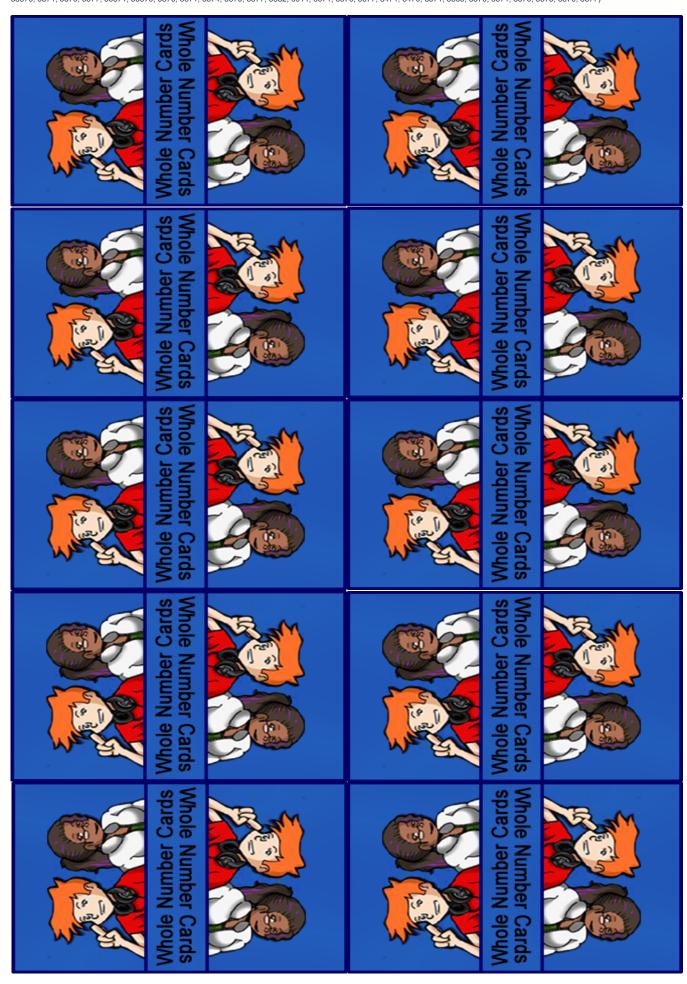
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