**FRACTION-1** a card game of adding fractions

Materials:
30 blank cards and a pen or a **FRACTION-1** deck. **FRACTION-1** deck consists of 30 cards, made up of six cards of each fraction 1/2, 1/3, 1/4, 1/12, and 5/12.

As in:

\[
\frac{1}{2}, \frac{1}{2}, \frac{1}{2}, \frac{1}{2}, \frac{1}{2}, \frac{1}{2}
\]

**FRACTION-1, THE PLAY.**
The dealer gives each player 2 cards, from the **FRACTION-1** deck. The players calculate the sum of their hand and consider how close the sum is to 1. On their turn they must make a decision;

• ask for a **CARD**, thus increasing the sum of their hand or

• **HOLD**, thus remaining with the sum.

If the sum is very close to 1 they should **HOLD**. If the sum of their fractions is closer to zero they should ask for a **CARD**, thus increasing their sum. Each turn they can continue to ask for a **CARD**, until they are so close to 1 they **HOLD**. If their sum becomes > 1 they are out of the game. The game ends when one of the players has a sum = 1, or all the cards are dealt. The player with the sum = 1, or closest to 1, but not >, is the winner.