

## Number Line Scoot Stage 2 Directions

### Directions:

- Place a small cube on zero on each number line.
  - On your turn:
    - Roll a number cube.
    - The number you rolled is the numerator of your fraction. Choose whether you want to use 2, 3, or 4 as the denominator for your fraction.
    - Count aloud as you move a cube that distance on the appropriate number line.
  - Take turns rolling and moving one cube.
  - If a cube lands *exactly* on the last tick mark of a number line, that partner keeps the cube and puts a new one at 0.
  - The first player to collect 5 cubes wins.
- 

### Directions:

- Place a small cube on zero on each number line.
- On your turn:
  - Roll a number cube.
  - The number you rolled is the numerator of your fraction. Choose whether you want to use 2, 3, or 4 as the denominator for your fraction.
  - Count aloud as you move a cube that distance on the appropriate number line.
- Take turns rolling and moving one cube.
- If a cube lands *exactly* on the last tick mark of a number line, that partner keeps the cube and puts a new one at 0.
- The first player to collect 5 cubes wins.