

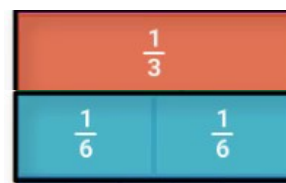
# Choices when you roll in UNCOVER!!!!

- If you roll a fraction that is on your whole, you can **UNCOVER** it.

*Example: I rolled  $\frac{1}{2}$ , and I have a  $\frac{1}{2}$  tile I can take off.*

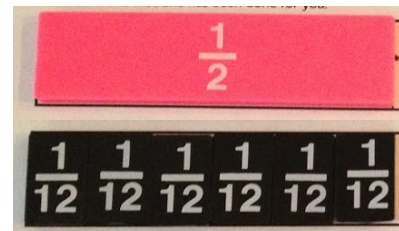
- If you roll a fraction that is not on your whole, think...
  - Can I make that fraction with the tiles on my whole?
    - If **yes**, then **UNCOVER** those tiles.

*Example: I rolled  $\frac{1}{3}$ , and I don't have a  $\frac{1}{3}$  tile I can take off, but I do have two  $\frac{1}{6}$  tiles.  $2/6 = \frac{1}{3}$  so I can take off  $2/6$ ! "If I can make it, I can take it!"*



- If **no**, then make an **EQUIVALENT EXCHANGE**. That means trade in a tile for smaller tiles that make an equivalent fraction.

*Example: I rolled  $\frac{1}{3}$ , and I only have a  $\frac{1}{2}$  tile on my board. I can't make  $\frac{1}{3}$  with a  $\frac{1}{2}$ , so instead I make an equivalent exchange....I trade in my  $\frac{1}{2}$  tile for  $6/12$ , because  $\frac{1}{2} = 6/12$ !*



- If you can't make an exchange, then you do nothing. Bummer!