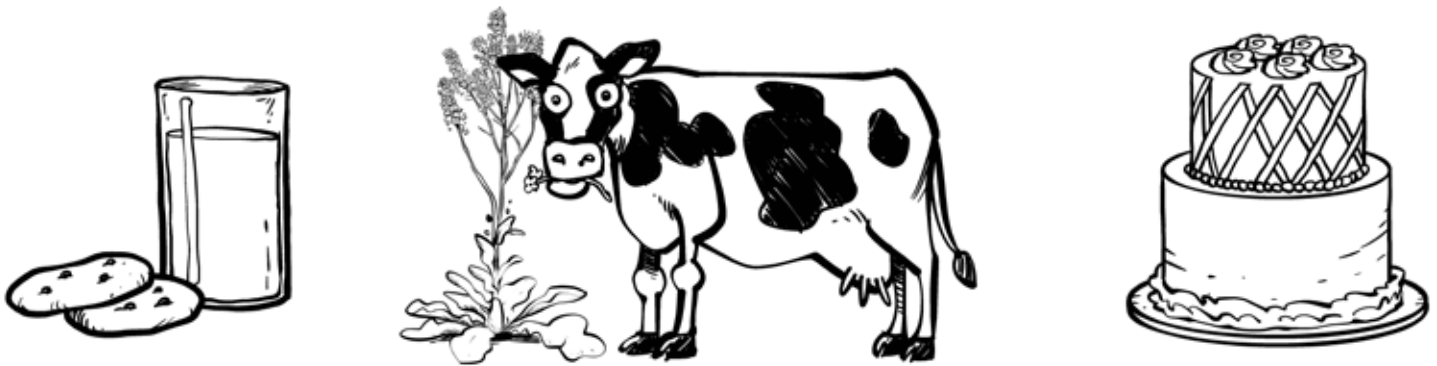


Let's Play! - Let There Be Cake ¹⁶

Canola oil is used to make all sorts of types of tasty treats like cakes and cookies! To make these tasty treats we have to measure ingredients like canola oil during baking. Measuring requires precision and precision involves fractions. Show off your super-mad-fraction-baking-skills in this game!

Materials:

- Print and cut out: Equivalent Fraction Cards included in book [see last page after additional resource page for these cards. There are two decks worth of cards available. You will use both sets of cards. See the reference section for website for more cards].
- Grab enough spoons so you have 1 less than the total number of players



Objective of the game:

To be the last player remaining in the game, and collect four fraction cards that equivalent but do not have to be same to obtain a spoon [e.g., $\frac{1}{2} = \frac{4}{8}$ but is not the exact same fraction]. Players get closer to being eliminated each time they are left without a spoon, which earns them the next letter in the word C-A-K-E. Once a player has earned all 4 letters in the word C-A-K-E, they are eliminated for that round and can cheer on their teammates.

Number of players: 3-6 players

Getting ready to play:

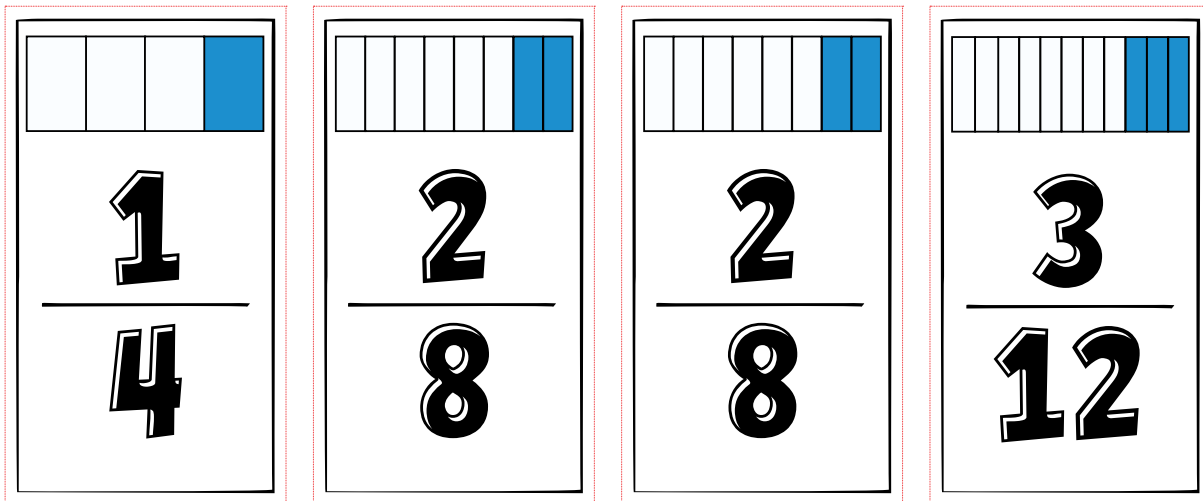
1. Arrange the spoons in a small circle in the center of the table.
2. Choose a dealer for the round.
3. The dealer shuffles the Equivalent Fraction Game Cards (**use both sets of cards** found at the **back of the book** and **mix together**). The players may look at their own cards, but may not show their cards to anyone else.
4. The dealer deals four cards face down to each player.
5. The remaining cards should be placed in a pile facedown beside the dealer.

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How to play the game:

1. The dealer takes a card off the top of the pile so that he or she now has five cards in his or her hand. The dealer removes one of the five cards from his or her hand and passes it facedown to the player on his or her left. The dealer then continues to pick up cards from the pile and discards one card at a time to the player on his or her left.
2. The player to the left of the dealer picks up the discarded card from the dealer. Like the dealer, he or she removes one of the five cards from his or her hand and passes it facedown to the person on his or her left. He or she continues to do this as cards continue getting discarded to him or her.
3. This quick picking up and passing of cards continues around the circle. The player to the right of the dealer will end the turn and place their discarded card into a discard pile. These cards are now out of play for the round.
4. Once someone gets four equivalent fractions [e.g., $\frac{1}{4}$, $\frac{2}{8}$, $\frac{2}{8}$ [from second set of cards] and $\frac{3}{12}$] in their hand, the student grabs a spoon from the center of the table.

Optional: if some students have physical limitations, have the student engage in a different action that works for their abilities, or have a partner assist them.



5. There are wild cards in the deck. Wild cards can be used to make four-equivalent- fractions, with a limit of only having three wild cards in a winning hand.
6. Once the player with four-equivalent- fractions takes a spoon from the table, everyone else tries to immediately grab a spoon [even if they do not yet have four-equivalent- fractions].
7. The player left without a spoon earns a letter in the word C-A-K-E.
8. The round is now over and the game begins again. If any players were eliminated during the last round, a spoon must be removed so that there is always one fewer spoon on the table than players.

