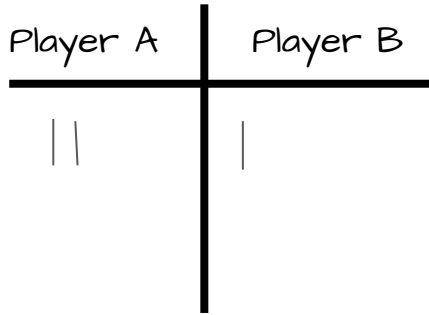
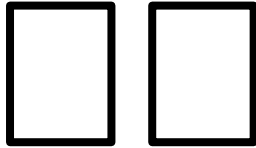


Reject Boxes



## Play 4 Rounds

- The goal of the game is to make a fraction that is ***GREATER*** than the fraction created by the other player
- Players take turns rolling a number cube and recording the number in one of the boxes on their mini-whiteboards
- Players may use the number from the roll of the number cube as a **numerator** or **denominator** of a fraction, or they may record it in one of the **Reject Boxes**
- After players have filled all of the boxes on their game sheet, they compare their fractions to determine which player created the ***GREATEST*** fraction.