Pizza Fraction Fun™

Deep Dish

Be the first player to create a two-layer pizza, without stacking the same ingredients on top of each other.

SETUP: Fit the assembled spinner center into spinner #1. Sort all the pizza slices into draw piles by size with the fraction numeral facing up. Place the draw piles off to the side of the play area. These draw piles will only be used for “equivalency exchanges.” Use eight $\frac{1}{2}$ slices to make 4 whole pizzas. Place these 4 pizzas in the center for the players to “slice up.” (When you slice up the pizza, you may use the equivalency key to make sure the slices are equal.)

OBJECT OF THE GAME: Be the first player to build your own whole two-layer pizza by slicing up the center pizzas.

ENTRÉE—HOW TO PLAY:

• Spin the spinner. The player who spins the smallest fraction goes first. On your turn, spin and follow the directions.

• When you spin a fraction numeral, remove a slice of a center pizza that matches that fraction numeral to build your own pizza. If there is not a slice in the center pizzas that matches that fraction numeral, use the draw piles to make an equivalency exchange for a slice that is in the center pizzas. The exchange must include the fraction numeral that was spun. Keep the slice that matches the fraction numeral to build your own pizza. Put the remaining slices back into the center pizzas.

EXAMPLE OF AN “EQUIVALENCY EXCHANGE”: You spin $\frac{1}{4}$. There are no $\frac{1}{4}$ slices in the center pizzas, but there are two $\frac{1}{6}$ slices and a $\frac{1}{2}$ slice. There are two things you can do: break apart a slice or add slices together.
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To break apart a slice: Take a \(\frac{1}{2}\) slice. Return it to a draw pile and exchange it for two \(\frac{1}{4}\) slices. Place one \(\frac{1}{4}\) slice back in the center pizza and take the other \(\frac{1}{4}\) slice to use in building your own pizza. To add slices together: Exchange the two \(\frac{1}{8}\) size slices, placing them back into the \(\frac{1}{8}\) draw pile. Then, take a \(\frac{1}{4}\) slice from the \(\frac{1}{4}\) draw pile to use in building your own pizza.

- When exchanging slices, you must always say the equation to show that the slices are equivalent.

- If you can neither match the fraction numeral spun nor exchange any of the center pizza slices to make that fraction, take that fraction slice from the draw piles and put it in the center with the remaining pizzas.

- If you spin anything other than a fraction numeral, follow the rules below:

  **CHOOSE:** Choose any slice from the center pizza, and use it to build your own pizza.

  **SWAP:** Trade a slice with another player. If no other player will trade with you, trade a slice with any different-sized slice from a draw pile.

  **LOSE:** Return a slice of your pizza to the pizzas in the center.

**HOW TO WIN:**
The first player to build a two-layer pizza is the winner. A two-layer pizza is a pizza stacked on top of another pizza, with none of the toppings touching.

Pizza Slam

2 Players

**SETUP:** Each player gets two full pizzas of their choosing.

**OBJECT OF THE GAME:** Be the first player to score 10 points by making the correct matches.

**ENTRÉE- HOW TO PLAY:** Spin the wheel and be the first player to place the matching pieces on the table. Score a point for each correct pizza match.

**HOW TO WIN:** The first player to reach 10 points is the winner.
Pizza War
2 Players

**SETUP:** Each player gets two full pizzas of their choosing, and keeps them hidden from the other player.

**OBJECT OF THE GAME:** Be the first player to score 10 points by making a larger slice of pizza.

**ENTRÉE- HOW TO PLAY:** Players choose a secret amount of pizza from their hand. On the count of three, players reveal a combination of 1–3 of the same type of slices from their hand. The player with the highest number wins a point for that round. Players may not use the same combination twice in a row.

**HOW TO WIN:** The first player to reach 10 points is the winner.